EPISODE DESCRIPTIONS
CHILDREN'S PROGRAMMING
November 2006

Wednesday, November 1

6:30 AM **BARNEY & FRIENDS** (808) ***Day and Night***
With a little Barney magic, the children experience the differences between day and night!

7:00 AM **SESAME STREET** (4090) ***Cookie Monster Thinks The Moon Is A Cookie***
Cookie Monster thinks the moon is a giant cookie and sets off on a mission to figure out how he could get to the moon so that he could eat it. While Gordon tries to tell him that the moon is not a cookie, he decides to just let CM find out and learn this on his own. Since Slimey has been to the moon before and Gabi is saying a nursery rhyme about the cow who jumped over the moon, CM asks them if the moon is a cookie. They don't know since they've never tasted the moon before. CM is still left wondering how he could get to the moon and find out if it is a cookie. Finally, Gordon enters with former astronaut, Buzz Aldrin, who explains to CM that the moon is made out of rock and while it is not a cookie, it is still a beautiful and exciting place that we could always look up at from the Earth. In the end, CM realizes that the moon is not a cookie and that he wouldn't even want to eat the moon since then, it wouldn't be there to shine down on the Earth anymore.

8:00 AM **CYBERCHASE** (501) ***The Halloween Howl***
The CyberSquad must "divide and conquer" in order to rescue the Mayor from Hacker's clutches and save Castleblanca's big Halloween Howl party, which all the little monsters are looking forward to

8:30 AM **CURIOUS GEORGE** (103) ***Zeros to Donuts/Curious George, Stain Remover***
Zeros to Donuts - When George learns about the meaning and power of zero, he is ready to test out his knowledge. The perfect opportunity arises when he's sent to the donut shop for one dozen donuts. But when he adds a couple of zeros, he's surprised to find out he gets one hundred dozen. Now he has to figure out what to do with all those extra donuts before The Man with the Yellow Hat notices.Curious George, Stain Remover - George spills grape juice on the new rug and needs to figure out a way to clean it up before The Man with the Yellow Hat returns! Too much soap and too much water make matters worse. With the help of the barnyard animals (and some simple engineering), George uses the Renkins' water pump to clean up the mess.

9:00 AM **CLIFFORD THE BIG RED DOG** (102) ***Special Delivery/Ferry Tale***
Special Delivery - Clifford accidentally breaks a present he was supposed to deliver for Emily, then allows Cleo to convince him to try and hide the fact from Emily. But Clifford learns that it's best to be honest, right from the start. A Ferry Tale - After Emily grooms Clifford in preparation for Prize Pooch Magazine's "Dog of the Year" contest, he is expected to "stay clean" until the judge, Lily LaValley, arrives. Clifford struggles to stay clean, but getting dirty gets the better of him. In the end, Clifford learns that Emily loves him, clean or dirty, unconditionally.

9:30 AM **DRAGON TALES** (319) ***Making It Fun/The Sorrow and the Party***
Making It Fun - The children are summoned to Dragon Land when Cassie, Ord, and Eunice the unicorn need their help. The Junior Unicorn Race is today, and Eunice needs the gang to paint the winding path so that the little unicorns do not get lost on their way. Zak and Wheezie join the group, who enthusiastically starts painting the path. Once they have painted for a while, they realize just how long the path is and become discouraged. Knowing that the tiny unicorns will get lost without a path, the gang comes up with clever ways to make their work go faster such as taking "fun breaks, " painting with more colors, singing songs, and racing. They finish just in time to watch the unicorns take off for their race! The Sorrow and the Party - Max's feelings are hurt when he's not invited to his school pal Brian's birthday party. Emmy tries to cheer him up by taking him on a trip to Dragon Land. But once there, he can't seem to get his mind off all the fun he must be missing. Queztal tells him that he understands why Max feels sad-nobody likes to be left out - and it's important to remember that being sad doesn'tlast forever. In the meantime, why doesn't Max try to do things that make him happy. Though Max's feelings are still hurt, he slowly begins to cheer up as he enjoys his time with his friends.

10:00 AM **IT'S A BIG BIG WORLD** (116) ***The Big Sneeze/Go to Sleep Wartz***
The Big Sneeze: When Burdette brings Bob a bouquet of flowers, Bob starts sneezing and can't stop until he learns from Madge what an allergy is and that he must be allergic to the flowers. Everything works out when Bob realizes that he can give the flowers to the ants as a present. Educational Note: Allergies-Some people are allergic to different things, including plants and animals, and may have physical reactions to those things. Something that provokes an allergic reaction in one person may not bother someone

else. Go To Sleep Wartz: Wartz has so much fun playing with his marmoset friends that he decides he wants to play all the time and never sleep again. Snook isn't sure about this and brings the little frog to visit different animals in the tree to learn how each one gets rest. Wartz is still convinced that he doesn't need rest until the sounds of the tree act as a lullaby and he drifts off into a long over-due slumber. Educational Notes: Sleep- Different animals sleep in different ways. Sleep keeps us feeling healthy.

10:30 AM **JAKERS!** (125) ***My Right Arm***

Friendship comes through again for our heroes when Ferny and Dannan help Piggley overcome his temporary handicap-a broken arm-to win the Ball Toss Contest at the annual School Fair.

11:00 AM **CAILLOU** (313) ***Captain Caillou***

Captain Caillou - Grandpa's got a surprise for Caillou on their trip to the park - it's a remote control sailboat! Caillou is eager to race against the other boats on the pond. He imagines himself as Captain of the fastest sailboat ever. In his eagerness to win however, Caillou goes a little too fast and the boat capsizes. Caillou is sorry he didn't win the race, but he still had lots of fun and is eager to try again next week.The Loudest Noise - Mommy sends Caillou to play outside because he's making too much noise and it's Rosie's nap time. Caillou notices all the loud sounds outside, especially Daddy's lawnmower, and the recycling truck. Daddy says he knows a sound that's even louder than those sounds, and takes Caillou to a road near the airport. Daddy was right - the planes taking off overhead are really, really, really loud! Caillou imagines he's a pilot of one of those planes.Caillou's First Wedding - Daddy and Mommy's friend Jonas is getting married. The kids are very excited about the ceremony - Caillou is the ringbearer and Rosie is the flowergirl. Caillou is also looking forward to seeing Jonas' horse Lucky again. Caillou learns to say 'Excuse me' when he wants to get by someone, and it comes in handy when he drops the rings amongst the guests!

11:30 AM **BOB THE BUILDER** (308) ***Fishing Fun***

While Bob is doing some plumbing work, he finds an old pipe that makes a noise just like a trumpet. Back at his workshop he works on the finishing touches to create a real bugle out of the pipe. Bob proudly plays for the can-do crew, but it sounds terrible! When Roley accidentally rolls over the trumpet, will the accident be a blessing in disguise? Bob has a busy day ahead, so to help out, Wendy decides to clean Finn's fish tank. She places Finn in a bucket and gets ready to clean, but there's an unexpected crisis. Muck begs Wendy to help, so she places the bucket down and gets to work. Meanwhile, Pilchard has her eye on Finn, who is still sitting in the bucket! Will Wendy save Finn and get the tank cleaned by the time Bob returns?

2:30 PM **READING RAINBOW** (1403) ***Lemonade for Sale***

To raise money to rebuild their dilapidated clubhouse, the Elm Street kids open a lemonade stand.

3:00 PM **BETWEEN THE LIONS** (404) ***Step By Step***

The lions find a treasure map that belonged to Barnaby B. Busterfield III, and go hunting for library treasure. Guest stars: India.Arie, Brian McKnight, Dr. Ruth Westheimer. Designated Reader: Melissa Etheridge. Key word: step. Target vowel: short e.

3:30 PM **CURIOUS GEORGE** (102) ***Curious George's Home for Pigeons/Out of Order***

Curious George's Home for Pigeons - Compass may be a homing pigeon but sometimes he has trouble finding his way home. George decides to make him a place to stay on their balcony. After much experimentation, George creates a tree that The Man with the Yellow Hat might not recognize but in Compass's eyes is the perfect pigeon perch.Out of Order - When George sees a very nice lady leaving packages behind everywhere she goes, he figures she must be very forgetful. He decides to be helpful by gathering up all the packages for her. When Betsy explains to George that the nice lady is actually the mail carrier, they have to figure out a system to match the packages up with the correct address and return them fast!

4:00 PM **DRAGON TALES** (318) ***All Together Now/Team Work***

All Together Now - An exciting day at the Dragon Land Carnival is less than fun for Max, who is feeling left out when it seems that Enrique and Emmy would rather spend time with each other than with him. Max follows Quetzal and Cassie's advice on finding activities that everyone can do together or asking for some alone time with Emmy, but Max continues to feel excluded. Finally, as Max is moping around waiting for Enrique and Emmy to return so that he can ride the giant twisty slide, Ord tells Max that he doesn't have to wait for them to have fun. Max decides to go on the slide all by himself, and before long, he is joined by the entire gang as they enjoy the twisty slide all together! Team Work - While searching for Giggle Flowers, Zak and Wheezie happenupon a Stinkydink Bug, who sprays them with his bad smelling vapor. After blaming each other for their predicament, they decide to wash up in the river. Zak places both of their badges on what looks like rock. It turns out to be Speedy the Turtle. Speedy, repulsed by the lingering Stinkydink smell, attempts to escape it by walking away-unaware that the contaminated badges are on top of his shell. Zak and Wheezie try to catch up to Speedy, but their bickering wastes time and Speedy makes it across the river and into the Forest of Darkness. To get their badges back, the two must work together and make their badges shine in the dark so they can spot Speedy. With support from the gang, Zak and Wheezie finally listen to each other long enough to make their plan work. The badges are back where they belong! Problem solved!

4:30 PM **ARTHUR** (706) ***Pick A Car, Any Car/Jenna's Bedtime Blues***

Pick a Car, Any Car - The Read family car is broken, and so is Arthur's heart. How can Mom and Dad even think of replacing it? "Car Talk" hosts Click and Clack the Tappet brothers (otherwise known as Tom and Ray Magliozzi) lend some much-needed advice as Arthur desperately tries to save the beloved vehicle. Jenna's Bedtime Blues - Muffy's annual slumber party is the envy of Lakewood Elementary. This year Jenna is finally invited and she's absolutely... horrified! What if the other girls discover that she's an occasional bed-wetter? She'll be the lonely laughingstock of Elwood City! Can Jenna make it though the night with her sheets dry - and her secret safe?

5:00 PM **CYBERCHASE** (406) ***A Change of Art***

Statues of Hacker are popping up all across Cyberspace. It's his latest scheme - art therapy! Heartbroken after losing to the kids yet again, Hacker throws himself into sculpture and gives his work away. Problem is, wherever one turns up, the power goes off. The CyberSquad investigates to see what's causing all these changes. Is Hacker back to his old tricks? Or has he finally had a change of heart? And what's with the sparkly purple dots on the sculptures? EDUCATIONAL OBJECTIVE: Use a line graph to picture change and your eyes can quickly tell you when and how things are changing.

Thursday, November 2

6:30 AM **BARNEY & FRIENDS** (809) ***Play Piano with Me!***
The children learn all about the piano when they play games, listen to real pianos and even play a little themselves.

7:00 AM **SESAME STREET** (4062) ***Little Furry Red Monster Parade***
Elmo wants to have a "Little Furry Red Monster Parade" so he begins looking other little and red and furry monsters to join him. He runs into Zoe who wants to join the parade too. Elmo thinks that's a great idea and they start to march before they realize that Zoe is little, furry, but orange. They decide to rename the parade the "Little Furry Red and Orange Monster Parade" and this goes on and on as they run into new friends who want to be in the parade. The name eventually gets much too long as many, many friends join the group. Elmo figures out what to do. He changes the name to the "Anybody Who Loves to March in a Parade" Parade! They all march together.

8:00 AM **CYBERCHASE** (406) ***A Change of Art***
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8:30 AM **CURIOUS GEORGE** (104) ***Buoy Wonder/Roller Monkey***
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9:00 AM **CLIFFORD THE BIG RED DOG** (103) ***Birdy Makes Three/Home Is Where The Fun Is***
And Birdy Makes Three - When Emily finds a baby bird, she decides to take care of it until it learns to fly. Clifford learns that even when she's busy with other things Emily never stops loving him. Home Is Where the Fun Is - First, Emily feels jealous that Jetta gets to go and see the amazing Titanic Tower in the exciting big city. But she soon learns that there are some pretty amazing things right in her own backyard.

9:30 AM **DRAGON TALES** (320) ***Itching for a Cure/Cassie Catches Up***
Itching for a Cure - Emmy, Max, Enrique and their dragon friends are building a giant card house. While they're balancing cards, the ground begins to tremble and the cards come crashing down! They set out to investigate the source of the rumbling tremors and find their giant friend Mungus rolling around on the ground. He has a terrible itch that just won't go away! The gang brings Mungus to Dr. Booboogone for help, and she sends them on a quest for special ingredients to make "Itch Be Gone" cream. They face some challenges in collecting the ingredients, but knowing how much Mungus needs their help encourages them to not give up. Mungus is extremely grateful for his friends' help, and he shows his appreciation by helping the gang build another, even bigger, card house. Cassie Catches Up - It's a special day in Dragon Land as Quetzal navigates the group through the sights, sounds and smells of the Dragon Land Fair. They head straight for the carnival games, with all hearts set on winning a pinwheel. But Cassie becomes increasingly frustrated, as she seems unable to win a prize, disappointing herself and her partner, Emmy. While Cassie may not be able to run as fast as Zak and Wheezie, or throw a softball as far as Ord, Cassie is reminded that she is "good at lots of things" - like problem solving! With that realization, she comes up with an ingenious way to win a pinwheel for herself and her best friend, Emmy.

10:00 AM **IT'S A BIG BIG WORLD** (117) ***Down in the Dumps/Who Moved My Sunflower?***
Down in the Dumps: It's spring cleaning time in the World Tree, but when Snook goes to help Madge, he finds that garbage if falling from the sky! He investigates and learns that Bob, Burdette, Smooch, and Winslow are also cleaning up - by dumping their trash out of their houses in the tree. Once Snook explains to his friends that they aren't really "cleaning up" after all, everyone heads to Madge's to help her dispose of the trash and learns a lesson about recycling. Educational Notes: Recycling - Garbage does not disappear when we throw it away and it is important that we dispose of our trash appropriately. Recycling is one way reduce the amount of trash we produce. Who moved my sunflower?: It is a hot day in the World Tree and , Winslow is taking a nap in his favorite shady spot - under a big sunflower. But while he is sleeping, the sunflower moves and he is back in the sun. Winslow is sure that someone is playing a trick on him but a visit to Madge reveals the cause - the face of a sunflower moves to face the sun all by itself! Educational Notes: The Sun - The sun is very powerful and affects plant and animal life in many ways.

10:30 AM **JAKERS!** (126) ***Lucky U***
Using creativity and cleverness, Piggley, Dannan and Ferny work together toward the common goal of finding and testing three lucky horseshoe legends in order to find the "true" story behind the horseshoe Mr. Hornsby has hung on the schoolhouse door.

11:00 AM **CAILLOU** (314) ***Caillou Loves The Fall***

Caillou Goes Shopping - Caillou's crayons are all worn down or broken, so Mommy suggests a trip to the store for some new ones. Caillou helps Mommy remember what she needs to buy - he remembers the list of items by making a little song out of them. When they're done they run into Sarah, and Caillou helps her find all her back to school supplies.Caillou Goes Apple Picking - Caillou's playschool is on a special field trip to an apple orchard. The children really enjoy learning about apples and picking them too. Caillou imagines himself picking the biggest apple in the whole world. Afterwards they enjoy some fresh apple juice. By the time they get back on the bus to go home, Caillou and his friends are all ready for a little nap!Caillou's Hallowe'en Costume - Hallowe'en is coming and it's time to pick out a costume to wear. Soon Rosie has three costumes she wants to wear, but Caillou still hasn't decided on what he wants to be. And time is running out! Finally a piece of blue fake fur gives him a great idea - he'll be a blue monster! His parents help him fashion an odd but effective monster costume out of bits and pieces they find around the house. When Leo and Clementine arrive they agree that Caillou is a very scary-looking monster indeed!

11:30 AM **BOB THE BUILDER** (309) ***Lofty Saves The Day***

Bob is sick and there's a major resurfacing job on the main road into the village! Traffic is redirected, but who's going to supervise the team? Wendy puts on a hard hat and overalls and leads Dizzy, Muck and Roley to the road site. But when Dizzy gets stuck in some wet cement on the new road, can the crew save her and finish the job without Bob? Lofty comes to the rescue when Scoop and Muck are clearing some land near a bridge. Lofty, however, is afraid of heights and can't cross the bridge! Spud follows Lofty, teasing him about his fear of heights. Lofty, disheartened, returns to the yard. When Spud gets into trouble, and the only machine that can help is Lofty, will Lofty conquer his fears and rescue Spud?

2:30 PM **MISTER ROGERS' NEIGHBORHOOD** (1674)

3:00 PM **BETWEEN THE LIONS** (602) ***Sheep on a Ship/Mississippi Skip and His Pirate Sh***

Ahoy there, mateys! There's lots of slipping, sliding, swabbing, and colliding when sheep and pirates take to the high seas.Educational Goals: Highlights the joys of reading and introduces key literacy skills. Focuses on the sounds sh and s blends (sk, st, sp).

3:30 PM **CURIOUS GEORGE** (103) ***Zeros to Donuts/Curious George, Stain Remover***

Zeros to Donuts - When George learns about the meaning and power of zero, he is ready to test out his knowledge. The perfect opportunity arises when he's sent to the donut shop for one dozen donuts. But when he adds a couple of zeros, he's surprised to find out he gets one hundred dozen. Now he has to figure out what to do with all those extra donuts before The Man with the Yellow Hat notices.Curious George, Stain Remover - George spills grape juice on the new rug and needs to figure out a way to clean it up before The Man with the Yellow Hat returns! Too much soap and too much water make matters worse. With the help of the barnyard animals (and some simple engineering), George uses the Renkins' water pump to clean up the mess.

4:00 PM **DRAGON TALES** (319) ***Making It Fun/The Sorrow and the Party***

Making It Fun - The children are summoned to Dragon Land when Cassie, Ord, and Eunice the unicorn need their help. The Junior Unicorn Race is today, and Eunice needs the gang to paint the winding path so that the little unicorns do not get lost on their way. Zak and Wheezie join the group, who enthusiastically starts painting the path. Once they have painted for a while, they realize just how long the path is and become discouraged. Knowing that the tiny unicorns will get lost without a path, the gang comes up with clever ways to make their work go faster such as taking "fun breaks, " painting with more colors, singing songs, and racing. They finish just in time to watch the unicorns take off for their race! The Sorrow and the Party - Max's feelings are hurt when he's not invited to his school pal Brian's birthday party. Emmy tries to cheer him up by taking him on a trip to Dragon Land. But once there, he can't seem to get his mind off all the fun he must be missing. Queztal tells him that he understands why Max feels sad-nobody likes to be left out - and it's important to remember that being sad doesn'tlast forever. In the meantime, why doesn't Max try to do things that make him happy. Though Max's feelings are still hurt, he slowly begins to cheer up as he enjoys his time with his friends.

4:30 PM **ARTHUR** (707) ***D.W.'s Time Trouble/Buster's Amish Mismatch***

D.W.'s Time Trouble - D.W. is sick and tired of being bossed around all the time and demands to know why she couldn't have been born before Arthur! So she goes on a magical trip through time to see what life would be like with Arthur as her little brother. Surely D. W. would be much happier if she were in charge... wouldn't she? Buster's Amish Mismatch - During a field trip to Amish country, Busterbecomes enamored with the simple lifestyle and vows to forgo all modern conveniences back home. But this is easier said than done -living without TV or car rides is a bumpy road, and far worse, a lonely one. Will Buster find anyone to join him in his quest for a simple life?

5:00 PM **CYBERCHASE** (203) ***Harriet Hippo and the Mean Green***

Harriet Hippo and the Mean Green

Friday, November 3

6:30 AM **BARNEY & FRIENDS** (1005) ***Seeing and Hearing***

Seeing: An ordinary game of "hide and seek" takes a not-so-ordinary turn when Baby Bop claims that an elephant is hiding in the park! Barney and Riff are happy to play along, but BJ thinks that his sister may be "seeing things". Fortunately, Barney takes this opportunity to help the young dinos learn about their sense of sight while having tons of fun!Hearing: BJ and Riff engage in a friendly contest to see which of them can find (or make) the loudest sound in the park. The playful competition continues to escalate...and along the way, the sounds of animals, musical instruments, and even fire engines are introduced.

7:00 AM **SESAME STREET** (4094) ***Telly Learns The Grouchketeer Cheer***

Telly Monster tells Gordon that he feels miserable because in order to go on Oscar's Annual Grouch Picnic and Field Day, he has to learn the Official Grouch Cheer and he's the only one who can't do it right. Gordon talks to Oscar and convinces him to let Telly try learning to do it right. Telly is so discouraged at this point that he keeps saying that he can't do the cheer. Gordon motivates Telly by practicing the cheer with him and by telling him that he can do it! Through Gordon's encouragement, constant practice, and believing in himself, Telly finally learns to do the cheer! Telly shows Oscar that he can do the cheer beautifully, and boards the bus to go on the field trip with all the other Grouchketeers!

8:00 AM **CYBERCHASE** (203) ***Harriet Hippo and the Mean Green***

Hacker infects Motherboard with a new virus -- one that causes her to make cyber-citizens act mean. Digit and the kids go in search of an antidote: 2/ 5 of the Electro-Root, 2/8 of the Healing Stone, and 1/3 of a box of Hacker's wig gel -- a strange antidote indeed! Will the young cyber-heroes be able to gather the ingredients and figure out how to properly mix these odd fractions before it is too late? The Big Idea: Fractions that look different can represent the same portion of a whole. Math Topic: Equivalent Fractions.

8:30 AM **CURIOUS GEORGE** (101) ***Curious George Flies A Kite/from Scratch***

Curious George Flies a Kite: A gusty morning at the country house leads George to experiment with aerodynamics. In the wind, birds soar, ping-pong balls roll, and bricks don't move at all. But the best thing of all for a windy day is a kite. George, with the not-so-willing assistance of Jumpy Squirrel, discovers the wonders and the perils of kite flying. EDUCATIONAL OBJECTIVE: To explore how wind makes things move. From Scratch: Gnocchi, the cat, is accused of scratching the booths in Chef Pisghetti's restaurant. To prove Gnocchi's innocence (and eat cannoli), George decides to mount an investigation. Using his scientific inquiry skills, he observes the differences between the scratches Gnocchi makes with her claws and the scratches left on the booth and shows that his friend was wrongfully accused. EDUCATIONAL OBJECTIVE: To develop skills in problem solving and inquiry.

9:00 AM **CLIFFORD THE BIG RED DOG** (225) ***Little Big Pup/Getting to Know You***

LITTLE BIG PUP: A very small new dog named Frankie moves to Birdwell Island and is envious of Clifford's size until he realizes that sometimes being small can be just right. GETTING TO KNOW YOU: When Clifford moves to the Island he makes friends with T-Bone, but the two dogs soon learn that some adjustments must be made to accommodate their size difference.

9:30 AM **DRAGON TALES** (317) ***Moving On/Head Over Heels***

Moving On - Cassie's favorite big sister, Sophie, is going away to cooking school and Cassie is devastated to see her go. Enrique sings a Spanish farewell song as the sisters embrace. The gang tries to cheer her up about missing Sophie. They take her to their favorite spots in Dragon Land to have fun, but everywhere they go, Cassie is reminded of Sophie and is sad all over again. Enrique suggests that instead of trying to forget Sophie, Cassie do something that reminds her of Sophie. Cassie decides to make Goo-Berry Pudding, one of their favorite recipes, but finds she is sad making it without Sophie. When Cassie's little sister comes wanting to help, Cassie decides to teach her little sister to cook, just like Sophie taught her - and feels much better! Head Over Heels - Quetzal's brother Fernando is sick. When Quetzal asks the gang to bring him a delicious bowl of gazpacho, they are eager to help. To get there, however, they must pass by Trumpy the trollbooth troll. The toll? One cartwheel each. This worries Emmy, who's embarrassed to admit that she doesn't know how to cartwheel. Her friends help: Ord shows her how to balance; Cassie explains the "ready, hand-hand, foot-foot" method; and Zak and Wheezie coach her inkeeping her arms straight. Emmy keeps on trying, and even though she'sfrustrated, she gradually improves. When they reach the bridge, the gang encourages a nervous Emmy to do her best, and everyone cartwheels successfully enough to cross the bridge and deliver the soup to a grateful Fernando. On the way back, everyone is surprised to learn that Trumpy is sad because he can't do a cartwheel himself and hoped to learn by watching everybody else pay the "toll." The gang, including Emmy, is happy to help him learn.

10:00 AM **IT'S A BIG BIG WORLD** (114) ***Hold On Rainbow/Where Have All The Berries Gone?***

Hold On Rainbow: Wartz sees a rainbow and, over Snook's objections, embarks on a quest to catch it. Finally, he encounters Oko, who is painting the rainbow and helps Wartz finally understand the fruitlessness of his search, but Wartz goes home with a rainbow after all when Oko gives him his painting. Where Have All the Berries Gone?: Winslow is in search of his favorite kind of berries, but when he arrives at the bush where he expects to find them, they are all gone. He suspects that someone has taken

them, but eventually he learns from Madge that the berries in question are out of season. Luckily, Madge has made some preserves out of the berries for everyone to enjoy all year round!EDUCATIONAL OBJECTIVES: Rainbows - Rainbows always have the same pattern of colors. Rainbows always occur under certain weather conditions. Plants and Seasons - Some plants produce fruit and sometimes this fruit only appears at certain times of year.

10:30 AM **JAKERS!** (201) ***Haunted Shipwreck***

When Piggley and friends come upon an old shipwreck which bears the legend of being haunted, they take it upon themselves to free the ghost of Captain White. In doing so, they create a memory - and an adventure story - to last a lifetime. EDUCATIONAL OBJECTIVE: It's fun to use your creative imagination to turn an ordinary event into a fun adventure!

11:00 AM **CAILLOU** (315) ***Caillou Outdoors!***

Shoo, Shoo Bird, Fly Away - When birds keep eating the seeds in Mommy and Caillou's newly planted garden, they come up with the idea of making a scarecrow. It's fun picking out the clothes and drawing pictures for the face too. Caillou even imagines he's a scarecrow himself! When they are finished their scarecrow Rosie's noisy pie plates prove to be the final ingredient needed to scare away the birds!Caillou's Road Trip - One fine day the family is going on a car trip. Daddy says he doesn't know where they're going, they'll just see what they can find. Caillou thinks this is very strange and isn't sure it will be any fun at all. After playing a car game, they stop at a gas station for lunch and Caillou sees a really big truck. Then they ride on a ferry boat, and the captain lets Caillou blow the horn. Caillou decides that car trips are even more fun when you don't know where you're going!Caillou and the Dragon - There's a special visitor at Caillou's playschool - a boy named Alan who has Down's Syndrome. Caillou helps him with the things he has trouble with, like climbing and swinging on the swings. Then, when Caillou and his friends put on a little play Alan brings the house down as a very believable dragon. Caillou realizes that Alan has his own special talent - acting!

11:30 AM **BOB THE BUILDER** (310) ***It's Building Time***

Bob is doing some work on the clock tower when Lofty, frightened by a bat, knocks over the ladder, leaving Bob stranded on the scaffolding. To make things worse, Bob's mobile phone is on the ground! Then Muck and Scoop have a misunderstanding and both machines get completely lost! Wendy organizes a rescue mission. Can the team pull together and rescue Bob? Also in this episode, Spud is worried that he is not scary anymore, so Travis suggests he does one of his scary karate routines. Travis leaves and Spud launches into the routine, jumping around; he doesn't notice when his nose drops off and falls into a mole hole! Dizzy and Muck arrive on the scene and Dizzy is the first to point out to the mortified Spud that he is noseless. Will the can-do crew find Spud a new nose? Will Spud still be scary scarecrow?

3:00 PM **BETWEEN THE LIONS** (405) ***Dance In Smarty Pants***

Lionel tries to teach his parents how to dance in Smarty Pants, the latest dance craze sweeping the library! Guest star: Al Franken. Designated Reader: Oliver Platt. Key word: pants. Target vowel: short a.

3:30 PM **CURIOUS GEORGE** (104) ***Buoy Wonder/Roller Monkey***

Buoy Wonder - Today is a big day for Bill. He's entering his boat in the Model Boat Show! But George discovers that the boat sinks and to keep Bills hopes for a prize afloat, he decides to build a new boat. After some trial and error, George finds out which building materials sink and which float. Roller Monkey - A monkey on roller skates seems unlikely until Mr. And Mrs. Dulson ask George to wear a pair in front of their toy store to attract customers. George's skating rolls out of control, so Hundley steps in to help. Soon George, Hundley, and even Gnocchi find themselves learning about momentum and inertia at a rapid downhill pace.

4:00 PM **KIDS' PICKS** ()

4:30 PM **KIDS' PICKS** ()

5:00 PM **CYBERCHASE** (109) ***Clock Like An Egyptian***

Dr. Marbles finds the encryptor chip (the computer chip that will enable Marbles to delete Motherboard's virus) in an ancient pyramid. But the Mummy who guards the pyramid finds Marbles. When the kids and Digit arrive, they must work their way through the chambers of the pyramid - find Dr. Marbles - and escape before a trap set by the Mummy seals them inside forever. How much time do they have? Unfortunately, they have no clock or watch to tell them how much time has gone by. Is the mission impossible? Not for our kids! The Big Idea: To measure the passage of time, choose a starting point and count up the beats of something that repeats at steady, regular intervals.

Sunday, November 5

6:30 AM **MAKE WAY FOR NODDY** (309) ***Noddy and the Treasure Map/Noddy's Wake-Up Call***

Noddy and the Treasure Map - Sly and Gobbo trick Noddy into buying a phony treasure map that leads Noddy and Bumpy Dog into the Dark Woods.Noddy's Wake Up Call - Noddy's alarm clock is broken and he has missed an important delivery. Noddy turns to his friends to help him find ways to wake up on time, but he manages to ruin their plans with his worrying.

7:00 AM **BIG COMFY COUCH** (705) ***Floppy***

Too many donuts and skipping breakfast cause a floppy epidemic to hit Clowntown!

7:30 AM **CLIFFORD'S PUPPY DAYS** (202) ***Small Packages/Clifford's Magic Lamp***

Small Packages - At the Dog Run, Clifford can't wait to play with Jorge and the other dogs. But as they play, Clifford is constantly reminded of how small he is. When a ball lands on top of a bush, he needs Daffodil's help to get it down. When he can't make it over an obstacle course fence, Norville flies down to give him a boost. When Mrs. Z hands out biscuits, Clifford is crowded out, and only gets a biscuit because Jorge saves him one. Clifford is just fed up with being small. But his friends remind him that they, too, have their own idiosyncrasies to deal with - Jorge has an extra-long body, Norville has all those feathers, and Daffodil has her floppy ears. But, Clifford says, all those things are what make them what they are. And they point out that there are great things about being small, too, and that's what makes Clifford the special puppy that he is. Clifford's Magic Lamp - Emily Elizabeth has read Clifford the story ofAladdin and the Magic Lamp and he can't wait to share it with his friends. Of course, Norville knows all about it - he even knows where to find the lamp! While he's off fetching it, Jorge, Daffodil, and Clifford imagine how they're going to spend their wishes. In the end, they all realize they already have everything they need.

8:00 AM **THOMAS AND FRIENDS** (310) ***Favorite Places***

Skarloey doesn't like the Wharf. It's a big noisy place and he doesn't know anybody's name. The troublesome trucks make Skarloey jump and James teases him for being a 'scaredy engine'. Skarloey leaves and worries that he is a scaredy engine. On his way to collect a prize pig, he helps Rusty cross a rickety old bridge. Then he helps Duncan cross some flooded tracks. And finally saves Rheneas from being hit by a falling log. Rheneas is surprised that Skarloey still feels scaredy and points out all the brave things that he has just done. Skarloey realizes that Rheneas is right. He returns to the Wharf, and this time he's not scaredy at all! Even James is impressed! It is winter and Thomas is collecting timber for Farmer McColl's roof. At the docks Thomas and Percy see a group of children playing with a large snowman balloon. A gust of wind attaches the balloon to Thomas's buffers. The balloon follows Thomas all over the Island of Sodor, but Thomas doesn't know why. Everywhere he goes, people try to tell Thomas about the balloon, but he's too worried to listen. He's also too worried to do his work properly and only collects one load of timber for Farmer McColl. When Thomas realizes that the balloon was attached to his buffers he feels very silly, but relieved to have got to the bottom of the balloon mystery!

8:30 AM **BOB THE BUILDER** (410) ***Animal Fun***

Bob is building a goat run for Farmer Pickles new goat, Giddy, and Travis is responsible for taking Giddy to her new home. When Spud teases Travis about going too slow, he speeds up, causing an accident and the goat escapes! Can Travis and Spud find Giddy and get her safely home? After watching Bob build a tunnel to dry seaweed, Muck decides to create one for Mr. Beasley to use to dry his clothes. Unfortunately what works for drying seaweed isn't really best for drying clothes and Muck creates a huge disaster! Will Muck confess to what she's done and find another way to help Mr. Beasley?

9:00 AM **FRANNY'S FEET** (103) ***Pilot Project/Not Yeti***

Franny travels to the suburbs to help her friend Noah assemble a model airplane for a science project. When the plane doesn't fly, Franny realizes they missed a step because they didn't follow directions. They add the rubber band that works like an engine, and the plane flies perfectly. In Franny's Treasures, the audience and Bobby help Franny re-assemble her model plane. In doing so, they learn how the individual parts help the plane fly.B) Franny is transported to the frozen tundra, where she meets two little lost penguins that need help finding their colony. Along the way, they run into Eddy the Yeti. Eddy helps them find the penguin colony - and Franny helps Eddy make new friends. In Franny's Treasures, Franny, Bobby, and the audience learn that certain animals, such as polar bears and penguins, live in cold climates while others, like monkeys and flamingos, live in warm climates.

9:30 AM **POSTCARDS FOR BUSTER** (132) ***Buster Gets On Board (Los Angeles, California)***

Inspired by his arrival in Hollywood, Buster decides to direct a skateboarding action flick featuring Sue Ellen's pen pal Brandon and his skateboarding team. Buster discovers that courage and dedication are two key ingredients to becoming serious skateboarders.

10:00 AM **ARTHUR** (403) ***Buster's Breathless/The Fright Stuff***

Will Buster's friends treat him the same after they learn he has asthma? Maybe the answer will be found on a guided tour through...Buster's lungs! In the second story, prankster poltergeists have arrived in Elwood City-- and just in time for the "Scare

Your Pants Off" costume party! It's boys versus girls in what becomes a great big battle of the pranks, until the kids learn a lesson about practical jokes…from a spooky source.

10:30 AM **MAYA AND MIGUEL** (116) ***An Okri-Dokey Day***

When Maya realizes that their neighbors Greg and Isoka Okri don't have any children of their own, she concludes that their life must be horribly empty - after all, her parents are always saying how Maya and Miguel are the light of their lives. So Maya engineers things so she and Miguel spend the better part of a weekend with the Okris. However, between roller coaster rides, kid-friendly restaurants, homemade facial treatments, and breakfast in bed, the Okris get a lot more than they bargained for.

11:00 AM **CYBERCHASE** (102) ***Castleblanca***

(topic: Finding Meaning from Data) - Dr. Marbles is captured by Hacker and taken to Castleblanca, a cyberspace version of Transylvania. Hacker's goal: transfer Marbles' brainpower into his newly-built robot named Megabyte! Summoned by Motherboard, the kids and Digit arrive with the knowledge that Hacker has taken Marbles to a castle - but which one? There are hundreds and hundreds of castles. To find Marbles, the kids must master the art of properly collecting data, organizing it and graphing the results - which are sometimes surprising! The Big Idea: Data is a lot more than a collection of numbers. When you gather it, organize and analyze it, you can discover useful information hidden in the numbers.

Monday, November 6

6:30 AM **BARNEY & FRIENDS** (1006) ***Glad to Be Me and Arts***

Glad to Be Me: Riff has many special qualities, but sometimes, his shyness makes it hard for him to meet new friends. When Barney introduces Riff to some of his friends in the park, it's Baby Bop that ends up feeling less than special as the kids seem more impressed with Riff and his special talents. Barney helps Baby Bop realize that there's more to being special than the things you can do. The way you feel and the way you make others feel makes you special, too.Arts: It's a special day in the park as Barney and the little dinosaurs enjoy an Art Festival. BJ and Riff share some "musical art" and Baby Bop shares a painting of a very special friend... Barney! As the festival comes to an end, Barney reminds his friends everywhere that no matter what kind of art they make, it's always special when it comes from their hearts!

7:00 AM **SESAME STREET** (4072) ***Gabi Becomes A Temporary Playdate***

Gabi agrees to help Alan at Mr. Hoopers but as she is on her way there she gets sidetracked helping lots of other friends as well. She stops to sing a song with Elmo and act like a chicken because Zoe has not shown up for Elmo's play date. Next, she acts grouchy with Oscar since he had plans with Grundgetta but she has not arrived. Gabi manages to act very Grouchy with Oscar and Oscar is thoroughly impressed. Next, Gabi meets Snuffy who is waiting for Big Bird. Gabi agrees to play "Rhyme and Stomp" with Snuffy as he waits. Finally, Gabi is able to help Alan just before the Penguins arrive for snacks after their big baseball game. Martina McBride - Sings "That's Pretending".

8:00 AM **CYBERCHASE** (109) ***Clock Like An Egyptian***

topic: Timekeeping) - Dr. Marbles finds the encryptor chip (the computer chip that will enable Marbles to delete Motherboard's virus) in an ancient pyramid. But the Mummy who guards the pyramid finds Marbles. When the kids and Digit arrive, they must work their way through the chambers of the pyramid - find Dr. Marbles - and escape before a trap set by the Mummy seals them inside forever. How much time do they have? Unfortunately, they have no clock or watch to tell them how much time has gone by. Is the mission impossible? Not for our kids! The Big Idea: To measure the passage of time, choose a starting point and count up the beats of something that repeats at steady, regular intervals.

8:30 AM **CURIOUS GEORGE** (102) ***Curious George's Home for Pigeons/Out of Order***

Curious George's Home for Pigeons - Compass may be a homing pigeon but sometimes he has trouble finding his way home. George decides to make him a place to stay on their balcony. After much experimentation, George creates a tree that The Man with the Yellow Hat might not recognize but in Compass's eyes is the perfect pigeon perch.Out of Order - When George sees a very nice lady leaving packages behind everywhere she goes, he figures she must be very forgetful. He decides to be helpful by gathering up all the packages for her. When Betsy explains to George that the nice lady is actually the mail carrier, they have to figure out a system to match the packages up with the correct address and return them fast!

9:00 AM **CLIFFORD THE BIG RED DOG** (101) ***My Best Friend/Cleo's Fair Share***

My Best Friend Emily decides she must find something "special" for Show and Tell. After an exhaustive search of Birdwell Island for the perfect thing, she learns that sometimes the best things in life are right under your nose. Cleo's Fair Share Cleo gets a new toy and doesn't want to share it. She soon learns that it's not so much fun playing with a new toy without your friends.

9:30 AM **DRAGON TALES** (318) ***All Together Now/Team Work***

All Together Now - An exciting day at the Dragon Land Carnival is less than fun for Max, who is feeling left out when it seems that Enrique and Emmy would rather spend time with each other than with him. Max follows Quetzal and Cassie's advice on finding activities that everyone can do together or asking for some alone time with Emmy, but Max continues to feel excluded. Finally, as Max is moping around waiting for Enrique and Emmy to return so that he can ride the giant twisty slide, Ord tells Max that he doesn't have to wait for them to have fun. Max decides to go on the slide all by himself, and before long, he is joined by the entire gang as they enjoy the twisty slide all together! Team Work - While searching for Giggle Flowers, Zak and Wheezie happenupon a Stinkydink Bug, who sprays them with his bad smelling vapor. After blaming each other for their predicament, they decide to wash up in the river. Zak places both of their badges on what looks like rock. It turns out to be Speedy the Turtle. Speedy, repulsed by the lingering Stinkydink smell, attempts to escape it by walking away-unaware that the contaminated badges are on top of his shell. Zak and Wheezie try to catch up to Speedy, but their bickering wastes time and Speedy makes it across the river and into the Forest of Darkness. To get their badges back, the two must work together and make their badges shine in the dark so they can spot Speedy. With support from the gang, Zak and Wheezie finally listen to each other long enough to make their plan work. The badges are back where they belong! Problem solved!

10:00 AM **IT'S A BIG BIG WORLD** (115) ***Sappy Monkey/Growing Pains***

Sappy Monkey: Winslow eats too much sap and gets sick to his stomach. Smooch and Snook, with the help of the other animals, teach him about healthy eating. Growing Pains: Smooch is planting a garden and wants to keep everyone out, including her friends and a grumpy worm. After a conversation with Snook and some more investigation, however, she learns that different animals can

help her garden grow. EDUCATIONAL OBJECTIVES: Healthy Eating - Eating foods that are right for us and in the right amounts and patterns are what help us to be healthy and have energy. Gardening- Gardens require planning and care, and certain animals can actually help the growth of plants in a garden.

10:30 AM **JAKERS!** (202) ***The Monkey***
When a monkey escapes from a traveling circus, Piggley and friends believe they've found an elusive "Irish gorilla". They set out to trap him, and in the process create an adventure of a lifetime.

11:00 AM **CAILLOU** (421) ***Try, Try Again***
Caillou, Grandpa and Dad go for a special hike in the woods. Caillou has to catch a falling leaf before it touches the ground. After a while he gets frustrated but Grandpa tells him to try and try again, that is the only way. And it pays off! Caillou gets frustrated while learning to tie his shoes, but by watching Rosie he learns you can succeed if you keep trying. Also today, Caillou goes to the swimming pool where Daddy teaches Caillou how to swim. After a few lessons, Caillou gets better and better and soon he can swim on his own. Then, Caillou discovers baseball for the first time. He wants to play and patiently Dad works at teaching him. Caillou is all ready to throw in the towel as each toss passes him by, but when he sees Sarah and Billy really doing it he gets an opportunity to practice what he's learned. A few more lessons and Caillou is on his way to becoming a neighbourhood baseball player.

11:30 AM **BOB THE BUILDER** (311) ***Playing in the Rain***
A weather report forecasts a storm. It's harvest time and Farmer Pickles is gathering hay in his field, but the barn where the hay is to be stored is about to collapse. Bob and team must fix the barn before the storm starts. Bob, Lofty and Scoop race against time to get Farmer Pickles' barn ready, while Muck helps Farmer Pickles load the hay onto a trailer. Will the can-do crew get the hay loaded in time? Also, Bob and the team are building a tennis court. Bob builds the umpire's seat and scoreboard at the Yard, while Wendy, Dizzy and Roley head off to lay the asphalt surface. Dizzy pours the green mixture onto the court and Roley rolls it flat. But after some mix-ups with Travis and Spud, Wendy and Scoop come back to find the court ruined! Will the team fix the court in time for a tennis match?

2:30 PM **READING RAINBOW** (1601) ***The Biggest Test in the Universe***

3:00 PM **BETWEEN THE LIONS** (405) ***Dance In Smarty Pants***
Lionel tries to teach his parents how to dance in Smarty Pants, the latest dance craze sweeping the library! Guest star: Al Franken. Designated Reader: Oliver Platt. Key word: pants. Target vowel: short a.

3:30 PM **CURIOUS GEORGE** (101) ***Curious George Flies A Kite/from Scratch***
Curious George Flies a Kite - A gusty morning at the country house leads George to experiment with aerodynamics. In the wind, birds soar, ping-pong balls roll, and bricks don't move at all. But the best thing of all for a windy day is a kite. George, with the not-so-willing assistance of Jumpy Squirrel, discovers the wonders and the perils of kite flying.From Scratch - Gnocchi, the cat, is accused of scratching the booths in Chef Pisghetti's restaurant. To prove Gnocchi's innocence (and eat cannoli), George decides to mount an investigation. Using his scientific inquiry skills, he observes the differences between the scratches Gnocchi makes with her claws and the scratches left on the booth and shows that his friend was wrongfully accused.

4:00 PM **DRAGON TALES** (317) ***Moving On/Head Over Heels***
Moving On - Cassie's favorite big sister, Sophie, is going away to cooking school and Cassie is devastated to see her go. Enrique sings a Spanish farewell song as the sisters embrace. The gang tries to cheer her up about missing Sophie. They take her to their favorite spots in Dragon Land to have fun, but everywhere they go, Cassie is reminded of Sophie and is sad all over again. Enrique suggests that instead of trying to forget Sophie, Cassie do something that reminds her of Sophie. Cassie decides to make Goo-Berry Pudding, one of their favorite recipes, but finds she is sad making it without Sophie. When Cassie's little sister comes wanting to help, Cassie decides to teach her little sister to cook, just like Sophie taught her - and feels much better! Head Over Heels - Quetzal's brother Fernando is sick. When Quetzal asks the gang to bring him a delicious bowl of gazpacho, they are eager to help. To get there, however, they must pass by Trumpy the trollbooth troll. The toll? One cartwheel each. This worries Emmy, who's embarrassed to admit that she doesn't know how to cartwheel. Her friends help: Ord shows her how to balance; Cassie explains the "ready, hand-hand, foot-foot" method; and Zak and Wheezie coach her inkeeping her arms straight. Emmy keeps on trying, and even though she'sfrustrated, she gradually improves. When they reach the bridge, the gang encourages a nervous Emmy to do her best, and everyone cartwheels successfully enough to cross the bridge and deliver the soup to a grateful Fernando. On the way back, everyone is surprised to learn that Trumpy is sad because he can't do a cartwheel himself and hoped to learn by watching everybody else pay the "toll." The gang, including Emmy, is happy to help him learn.

4:30 PM **ARTHUR** (709) ***Prunella Sees The Light/Return of the Snowball***

Prunella Sees the Light - To make everything perfect for her sleepover with Marina, Prunella happily styles her room to resemble a "Henry Skreever" book. But then she panics - since Marina is blind, will decorations she can't even see offend her... or worse, make her trip? Or will Prunella discover that her worries about protecting Marina - and their friendship - are more about Prunella's own perceptions rather than Marina's actual capabilities? Return of the Snowball - For six months, two weeks and four days, D.W. has been trying to solve the mystery of her snowball's disappearance. So when it re-appears in the freezer, she's ecstatic!! But wait - if it was taken once, how can she stop it from being stolen again? Can D.W. keep the snowball safe from plotting thieves... or even from melting?

5:00 PM **CYBERCHASE** (112) ***Of All The Luck***

(topic: Logic) - Convinced that his failure to defeat Motherboard is simply a result of bad luck, Hacker collects the Ten Lucky Charms of Cyberspace. The caper works. Hacker's luck changes, and good things begin happening to him. When Motherboard realizes what Hacker has done - she sends the kids and Digit to Hacker's hideout in the Northern Frontier to help the Lucky Charms escape. The kids use logic, Venn Diagrams and the understanding of the words "and", "or" and "not" to free the Charms. The Big Idea: When you have to choose from a confusing mix of possibilities, you can use logic - a set of tools for thinking clearly - to sort out your choices so you can get exactly what you want.

Tuesday, November 7

6:30 AM **BARNEY & FRIENDS** (810) ***A Picture of Friendship***

After a brief misunderstanding, BJ realizes he has many friends. He enjoys a day playing with Barney and the children.

7:00 AM **SESAME STREET** (4130)

There's a lot of excitement on Sesame Street because Gina is adopting a baby! After a lot of planning, today is the day that Gina is flying to Guatemala to pick up her baby, Marco, and bring him home. Maria is going with Gina to help speak Spanish. Gina has been waiting for this moment and has made sure that everything is taken care of while she is away. There is a veterinarian covering for her in case any animals need help and Luis and Gordon are setting up the baby's crib, Big Bird, Elmo, Baby Bear and Rosita have noticed all of the excitement, but they don't know what it means to adopt a baby. Gina explains that there is a baby that needs love and caring for and she wants to be the person to provide those things. They all can't wait to meet the new baby and help in any way they can. The next time they see Gina, she will be a mommy and she will have a new family!

8:00 AM **CYBERCHASE** (112) ***Of All The Luck***

(topic: Logic) - Convinced that his failure to defeat Motherboard is simply a result of bad luck, Hacker collects the Ten Lucky Charms of Cyberspace. The caper works. Hacker's luck changes, and good things begin happening to him. When Motherboard realizes what Hacker has done - she sends the kids and Digit to Hacker's hideout in the Northern Frontier to help the Lucky Charms escape. The kids use logic, Venn Diagrams and the understanding of the words "and", "or" and "not" to free the Charms. The Big Idea: When you have to choose from a confusing mix of possibilities, you can use logic - a set of tools for thinking clearly - to sort out your choices so you can get exactly what you want.

8:30 AM **CURIOUS GEORGE** (103) ***Zeros to Donuts/Curious George, Stain Remover***

Zeros to Donuts - When George learns about the meaning and power of zero, he is ready to test out his knowledge. The perfect opportunity arises when he's sent to the donut shop for one dozen donuts. But when he adds a couple of zeros, he's surprised to find out he gets one hundred dozen. Now he has to figure out what to do with all those extra donuts before The Man with the Yellow Hat notices.Curious George, Stain Remover - George spills grape juice on the new rug and needs to figure out a way to clean it up before The Man with the Yellow Hat returns! Too much soap and too much water make matters worse. With the help of the barnyard animals (and some simple engineering), George uses the Renkins' water pump to clean up the mess.

9:00 AM **CLIFFORD THE BIG RED DOG** (102) ***Special Delivery/Ferry Tale***

Special Delivery - Clifford accidentally breaks a present he was supposed to deliver for Emily, then allows Cleo to convince him to try and hide the fact from Emily. But Clifford learns that it's best to be honest, right from the start. A Ferry Tale - After Emily grooms Clifford in preparation for Prize Pooch Magazine's "Dog of the Year" contest, he is expected to "stay clean" until the judge, Lily LaValley, arrives. Clifford struggles to stay clean, but getting dirty gets the better of him. In the end, Clifford learns that Emily loves him, clean or dirty, unconditionally.

9:30 AM **DRAGON TALES** (319) ***Making It Fun/The Sorrow and the Party***

Making It Fun - The children are summoned to Dragon Land when Cassie, Ord, and Eunice the unicorn need their help. The Junior Unicorn Race is today, and Eunice needs the gang to paint the winding path so that the little unicorns do not get lost on their way. Zak and Wheezie join the group, who enthusiastically starts painting the path. Once they have painted for a while, they realize just how long the path is and become discouraged. Knowing that the tiny unicorns will get lost without a path, the gang comes up with clever ways to make their work go faster such as taking "fun breaks, " painting with more colors, singing songs, and racing. They finish just in time to watch the unicorns take off for their race! The Sorrow and the Party - Max's feelings are hurt when he's not invited to his school pal Brian's birthday party. Emmy tries to cheer him up by taking him on a trip to Dragon Land. But once there, he can't seem to get his mind off all the fun he must be missing. Queztal tells him that he understands why Max feels sad-nobody likes to be left out - and it's important to remember that being sad doesn'tlast forever. In the meantime, why doesn't Max try to do things that make him happy. Though Max's feelings are still hurt, he slowly begins to cheer up as he enjoys his time with his friends.

10:00 AM **IT'S A BIG BIG WORLD** (116) ***The Big Sneeze/Go to Sleep Wartz***

The Big Sneeze: When Burdette brings Bob a bouquet of flowers, Bob starts sneezing and can't stop until he learns from Madge what an allergy is and that he must be allergic to the flowers. Everything works out when Bob realizes that he can give the flowers to the ants as a present. Educational Note: Allergies-Some people are allergic to different things, including plants and animals,and may have physical reactions to those things. Something that provokes an allergic reaction in one person may not bother someone else. Go To Sleep Wartz: Wartz has so much fun playing with his marmoset friends that he decides he wants to play all the time and never sleep again. Snook isn't sure about this and brings the little frog to visit different animals in the tree to learn how each one gets rest. Wartz is still convinced that he doesn't need rest until the sounds of the tree act as a lullaby and he drifts off into a long over-due slumber. Educational Notes: Sleep-Different animals sleep in different ways. Sleep keeps us feeling healthy.

10:30 AM **JAKERS!** (203) ***Judging A Book By Its Cover***
When Meg is going to watch a DVD rather than read the book it's based on, Grandpa recalls the first time he ever got a book without pictures. As young Piggley reads the story, he imagines himself as the book's hero, Finn McCoul. EDUCATIONAL OBJECTIVE: Books are a key to your imagination.

11:00 AM **CAILLOU** (422) ***Adventure!***
Today is full of adventure! Caillou, Daddy, and Rosie take the car to the carwash, which is scary for Rosie at first. But big brother Caillou explains everything to his sister, who winds up liking the carwash too! Caillou, Rosie, and their babysitter Julie travel to a bunch of pretend far away places like the desert, a big mountain, and even waterfalls in the tropical forest. Caillou doesn't go to school yet but he really wants to ride on the school bus that stops outside his house every morning. When Dad takes him to see the bus from close up, the driver offers to take Caillou with the other children the next day. On another day, Caillou and his family have a wonderful day out at a theme park. Caillou and Dad go on the thrilling Niagara River Ride, they all go on a Ferris wheel and for a special treat they have cotton candy for dessert. When the house wakes up late, it's a mad rush to get Mommy off to work. Later, when Caillou goes for a walk with Daddy he meets all kinds of people doing all kinds of jobs-- and he gets to try being a mailman, a sanitation engineer and a policeman for himself.

11:30 AM **BOB THE BUILDER** (312) ***Light at the End of the Tunnel***
Bob, Scoop and Muck have to make repairs to a tunnel. When they arrive on site, Bob sends Muck ahead into the tunnel with a load of bricks. So far so good, but Bob's old generator breaks down, the light fails and Muck is left stranded. There's only one thing that Muck is afraid of --- the dark! Can Bob and the team talk Muck out of a sticky situation? Shifting some tiles in the yard, Bob and Lofty discover a bird's nest containing a solitary egg among a pile of old tires. Although this is not the safest place, Wendy explains that they cannot move the nest because it will frighten the mother bird away. The team organizes a bird-watch, but Dizzy doesn't want to leave; even when Bob needs some cement mixing. Can Dizzy learn to let the team help with the bird-watching too?

2:30 PM **MR. ROGERS NEIGHBORHOOD** (1477) ***Mister Rogers Talks About Divorce***
Mister Rogers visits a pretzel factory. In the Neighborhood of Make- Believe, King Friday and Queen Sara argue because King Friday wants to buy a fancy jet airplane. Prince Tuesday runs away to the home of his friend Daniel Tiger.

3:00 PM **BETWEEN THE LIONS** (403) ***Three Goats, No Waiting***
Lionel writes and directs a play of "The Three Billy Goats Gruff," but who in the library can act scary enough to be the hungry troll? Designated Reader: Meredith Vieira. Key word: goat. Target vowel: oa.

3:30 PM **CURIOUS GEORGE** (102) ***Curious George's Home for Pigeons/Out of Order***
Curious George's Home for Pigeons - Compass may be a homing pigeon but sometimes he has trouble finding his way home. George decides to make him a place to stay on their balcony. After much experimentation, George creates a tree that The Man with the Yellow Hat might not recognize but in Compass's eyes is the perfect pigeon perch.Out of Order - When George sees a very nice lady leaving packages behind everywhere she goes, he figures she must be very forgetful. He decides to be helpful by gathering up all the packages for her. When Betsy explains to George that the nice lady is actually the mail carrier, they have to figure out a system to match the packages up with the correct address and return them fast!

4:00 PM **DRAGON TALES** (318) ***All Together Now/Team Work***
Together Now - An exciting day at the Dragon Land Carnival is less than fun for Max, who is feeling left out when it seems that Enrique and Emmy would rather spend time with each other than with him. Max follows Quetzal and Cassie's advice on finding activities that everyone can do together or asking for some alone time with Emmy, but Max continues to feel excluded. Finally, as Max is moping around waiting for Enrique and Emmy to return so that he can ride the giant twisty slide, Ord tells Max that he doesn't have to wait for them to have fun. Max decides to go on the slide all by himself, and before long, he is joined by the entire gang as they enjoy the twisty slide all together! Team Work - While searching for Giggle Flowers, Zak and Wheezie happenupon a Stinkydink Bug, who sprays them with his bad smelling vapor. After blaming each other for their predicament, they decide to wash up in the river. Zak places both of their badges on what looks like rock. It turns out to be Speedy the Turtle. Speedy, repulsed by the lingering Stinkydink smell, attempts to escape it by walking away-unaware that the contaminated badges are on top of his shell. Zak and Wheezie try to catch up to Speedy, but their bickering wastes time and Speedy makes it across the river and into the Forest of Darkness. To get their badges back, the two must work together and make their badges shine in the dark so they can spot Speedy. With support from the gang, Zak and Wheezie finally listen to each other long enough to make their plan work. The badges are back where they belong! Problem solved!

4:30 PM **ARTHUR** (506) ***The Election/Francine Goes to War***

"The Election"-- "I, Muffy Crosswire, do solemnly swear to uphold the office of the President of the United ..." Actually, it's only a mock election in Mr. Ratburn's class, but Muffy takes it just as seriously. How far will she go to win? "Francine Goes to War"-- Francine can't believe it. She gets in troubleno matter what she does -- thanks to the new nosy next- door neighbor! Will Francine get to play her drums or fight with her sister again?

5:00 PM **CYBERCHASE** (204) ***True Colors***

Hacker becomes a good guy! Can this possibly be true? A new, reformed Hacker runs for election against Motherboard, claiming to have done five good deeds, and promising to turn over a new leaf. Can the kids find a counter example that proves Hacker is lying -- or will he be elected the new ruler of cyberspace? Guest voice: Al Roker as "Sam Vander Rom." The Big Idea: When people use words like always, never, all, or none to claim something is true, be suspicious! Such claims are often false, and you need only a single counter example to disprove them. Math Topic: Counter Examples NCTM Link: Reasoning & Proof.

Wednesday, November 8

6:30 AM **BARNEY & FRIENDS** (811) ***A-Counting We Will Go***

Barney and the kids help Baby Bop count to ten by playing games, and visiting a Make-Believe Market.

7:00 AM **SESAME STREET** (4131)

Gina is coming home to Sesame Street today with her newly adopted baby Marco and everyone can't wait for them to arrive! They have all been busy gathering blankets and diapers, making mobiles, and putting together the crib. Everyone was actually so busy that they didn't even realize that Gina and Marco had finally arrived. They all want to continue helping, but what Gina and the baby really need is some rest. This doesn't stop Elmo and Big Bird from wanting to teach the baby the alphabet or stop Telly from giving the baby a triangle lovers test. Finally, all of the helpers leave and Gina has some time alone with her baby. She is extremely happy to be a mommy now and to take care of her new family. Everyone returns and Gina realizes that she is going to need all the help that she can get. She is very grateful that everyone cares so much!

8:00 AM **CYBERCHASE** (204) ***True Colors***

Hacker becomes a good guy! Can this possibly be true? A new, reformed Hacker runs for election against Motherboard, claiming to have done five good deeds, and promising to turn over a new leaf. Can the kids find a counter example that proves Hacker is lying -- or will he be elected the new ruler of cyberspace? Guest voice: Al Roker as "Sam Vander Rom." The Big Idea: When people use words like always, never, all, or none to claim something is true, be suspicious! Such claims are often false, and you need only a single counter example to disprove them. Math Topic: Counter Examples NCTM Link: Reasoning & Proof.

8:30 AM **CURIOUS GEORGE** (104) ***Buoy Wonder/Roller Monkey***

Buoy Wonder - Today is a big day for Bill. He's entering his boat in the Model Boat Show! But George discovers that the boat sinks and to keep Bills hopes for a prize afloat, he decides to build a new boat. After some trial and error, George finds out which building materials sink and which float. Roller Monkey - A monkey on roller skates seems unlikely until Mr. And Mrs. Dulson ask George to wear a pair in front of their toy store to attract customers. George's skating rolls out of control, so Hundley steps in to help. Soon George, Hundley, and even Gnocchi find themselves learning about momentum and inertia at a rapid downhill pace.

9:00 AM **CLIFFORD THE BIG RED DOG** (103) ***Birdy Makes Three/Home Is Where The Fun Is***

And Birdy Makes Three - When Emily finds a baby bird, she decides to take care of it until it learns to fly. Clifford learns that even when she's busy with other things Emily never stops loving him. Home Is Where the Fun Is - First, Emily feels jealous that Jetta gets to go and see the amazing Titanic Tower in the exciting big city. But she soon learns that there are some pretty amazing things right in her own backyard.

9:30 AM **DRAGON TALES** (320) ***Itching for a Cure/Cassie Catches Up***

Itching for a Cure - Emmy, Max, Enrique and their dragon friends are building a giant card house. While they're balancing cards, the ground begins to tremble and the cards come crashing down! They set out to investigate the source of the rumbling tremors and find their giant friend Mungus rolling around on the ground. He has a terrible itch that just won't go away! The gang brings Mungus to Dr. Booboogone for help, and she sends them on a quest for special ingredients to make "Itch Be Gone" cream. They face some challenges in collecting the ingredients, but knowing how much Mungus needs their help encourages them to not give up. Mungus is extremely grateful for his friends' help, and he shows his appreciation by helping the gang build another, even bigger, card house. Cassie Catches Up - It's a special day in Dragon Land as Quetzal navigates the group through the sights, sounds and smells of the Dragon Land Fair. They head straight for the carnival games, with all hearts set on winning a pinwheel. But Cassie becomes increasingly frustrated, as she seems unable to win a prize, disappointing herself and her partner, Emmy. While Cassie may not be able to run as fast as Zak and Wheezie, or throw a softball as far as Ord, Cassie is reminded that she is "good at lots of things" - like problem solving! With that realization, she comes up with an ingenious way to win a pinwheel for herself and her best friend, Emmy.

10:00 AM **IT'S A BIG BIG WORLD** (117) ***Down in the Dumps/Who Moved My Sunflower?***

Down in the Dumps: It's spring cleaning time in the World Tree, but when Snook goes to help Madge, he finds that garbage if falling from the sky! He investigates and learns that Bob, Burdette, Smooch, and Winslow are also cleaning up - by dumping their trash out of their houses in the tree. Once Snook explains to his friends that they aren't really "cleaning up" after all, everyone heads to Madge's to help her dispose of the trash and learns a lesson about recycling. Educational Notes: Recycling - Garbage does not disappear when we throw it away and it is important that we dispose of our trash appropriately. Recycling is one way reduce the amount of trash we produce. Who moved my sunflower?: It is a hot day in the World Tree and , Winslow is taking a nap in his favorite shady spot - under a big sunflower. But while he is sleeping, the sunflower moves and he is back in the sun. Winslow is sure that someone is playing a trick on him but a visit to Madge reveals the cause - the face of a sunflower moves to face the sun all by itself! Educational Notes: The Sun - The sun is very powerful and affects plant and animal life in many ways.

10:30 AM **JAKERS** (204) ***Return of the Raloo Rockers***

The Raloo Rockers want to go to Dublin to audition for Uncle Buck's Variety Express. But first they'll have to work hard - earning money for the trip and practicing hard so they'll be ready to perform. EDUCATIONAL OBJECTIVE: Rewards that are earned mean more than rewards that are given.

11:00 AM **CAILLOU** (423) ***Old and New***

While at Grandma and Grandpa's house, Caillou looks for a special hiding place. Grandpa shows Caillou the special place his Daddy used to hide in when he was Caillou's age. Caillou is very excited about the neighborhood rummage sale until he's asked to figure out what he'd like to contribute. He's not so sure he wants to part with any of his toys. But in the end he's pretty happy with the new stuff he comes home with. When Caillou's brand new T-shirt is ruined by grape juice Grandma diverts disaster by recycling it and turning into a one-of-a-kind shirt that is tie-dyed with grape-juice star bursts. Caillou helps Mommy clean out the attic when they come across an old chest, and discover neat treasures inside. Caillou and Mom go to the library for story time. Caillou has scribbled on one of the books he borrowed, and is afraid to bring it back. Clementine's Mom who is in charge of story time cleans the book. Caillou takes home a new book and this time, he will be extra careful with it.

11:30 AM **BOB THE BUILDER** (313) ***Well Done, Wendy***

arrives, but the decorators have not turned up. Ever helpful, Bob rashly offers to do it for her, even though he's never done any wallpapering. Wendy has been decorating his kitchen, so Bob asks if he can borrow her brushes, etc. Wendy is not sure that it's such a great idea, but Bob is convinced putting up wallpaper can't be that difficult, until he starts! Wendy goes to see how he's getting on and finds a terrible mess. Tactfully, she suggests he take a lunch break, whilst she 'tidies the place up'. As soon as the relieved Bob has gone, Wendy gets to work. On his way back from lunch Bob bumps into Mrs. B., eager to know how things are going. Assuming the flat is as he left it, he tries to stop her entering. Undettered, Mrs. B. opens the door - and thanks Bob profusely for doing a wonderful job! Surprised, Bob follows and discovers Wendy standing in a beautifully wallpapered flat. He tells Mrs. B. her thanks are due to Wendy, not him. Mrs. B. congratulates the bashful twosome on being a talented pair.

2:30 PM **READING RAINBOW** (1603) ***Boxes for Katje***

3:00 PM **BETWEEN THE LIONS** (602) ***Sheep on a Ship/Mississippi Skip and His Pirate Sh***

Ahoy there, mateys! There's lots of slipping, sliding, swabbing, and colliding when sheep and pirates take to the high seas.Educational Goals: Highlights the joys of reading and introduces key literacy skills. Focuses on the sounds sh and s blends (sk, st, sp).

3:30 PM **CURIOUS GEORGE** (103) ***Zeros to Donuts/Curious George, Stain Remover***

Zeros to Donuts - When George learns about the meaning and power of zero, he is ready to test out his knowledge. The perfect opportunity arises when he's sent to the donut shop for one dozen donuts. But when he adds a couple of zeros, he's surprised to find out he gets one hundred dozen. Now he has to figure out what to do with all those extra donuts before The Man with the Yellow Hat notices.Curious George, Stain Remover - George spills grape juice on the new rug and needs to figure out a way to clean it up before The Man with the Yellow Hat returns! Too much soap and too much water make matters worse. With the help of the barnyard animals (and some simple engineering), George uses the Renkins' water pump to clean up the mess.

4:00 PM **DRAGON TALES** (319) ***Making It Fun/The Sorrow and the Party***

Making It Fun - The children are summoned to Dragon Land when Cassie, Ord, and Eunice the unicorn need their help. The Junior Unicorn Race is today, and Eunice needs the gang to paint the winding path so that the little unicorns do not get lost on their way. Zak and Wheezie join the group, who enthusiastically starts painting the path. Once they have painted for a while, they realize just how long the path is and become discouraged. Knowing that the tiny unicorns will get lost without a path, the gang comes up with clever ways to make their work go faster such as taking "fun breaks, " painting with more colors, singing songs, and racing. They finish just in time to watch the unicorns take off for their race! The Sorrow and the Party - Max's feelings are hurt when he's not invited to his school pal Brian's birthday party. Emmy tries to cheer him up by taking him on a trip to Dragon Land. But once there, he can't seem to get his mind off all the fun he must be missing. Queztal tells him that he understands why Max feels sad-nobody likes to be left out - and it's important to remember that being sad doesn'tlast forever. In the meantime, why doesn't Max try to do things that make him happy. Though Max's feelings are still hurt, he slowly begins to cheer up as he enjoys his time with his friends.

4:30 PM **ARTHUR** (710) ***April 9th (Parts I & II)***

(Parts I and II) - April 9th begins like any normal day... until a fire destroys the teacher's lounge and forces Lakewood Elementary to close. This unexpected event finds the children dealing with a wide range of emotional reactions: Sue Ellen is devastated when her diary is ruined. Binky sees the frightening flames up close but tries to act cool. Mr. Read escapes a school catering job unhurt - but now Arthur is constantly worried about his dad's safety. And Buster feels totally left out because he overslept and completely

missed the disaster! As Arthur and his friends struggle with their feelings about the fire, they wonder if life will ever return to normal. But with the support of parents, teachers, and community members, they discover that by reaching out and working together, they can help each other through the most difficult of times.

5:00 PM **CYBERCHASE** (302) ***The Borg of the Ring***

The long lost Totally Rad Ring of Radopolis has been found...and is soon swiped by Hacker. This powerful crown will grant the wearer his heart's desire, and Hacker is a cyborg who wants it all. From a new head of gorgeous hair to total cyberdomination, Hacker enjoys wreaking havoc with his new Ring. While racing to reclaim the Ring, the CyberSquad meets a mysterious teenborg named Slider. He seems nice, but whose side is he really on? The kids must all work together to get the Ring back from Hacker and put it inside the Circle of Supreme Safety before Hacker destroys Motherboard once and for all. But the Ring must be placed in the exact center of the circle -- only then will it be safe from those who wish to use its power to harm others.

Thursday, November 9

6:30 AM **BARNEY & FRIENDS** (812) ***A Big Little Day***

Barney helps Baby Bop and the children discover big and little things in the world around them. And by the end of the day, the kids have learned that big or little, they're all wonderful just the way they are!

7:00 AM **SESAME STREET** (4132)

Snuffy and Big Bird want to play with their new friend- Marco, Gina's baby. They have brought a whole wagon full of things to play with, such as a baseball bat and glove, rollerskates, a pogo stick, and checkers. Gina tells them that the baby is still too young to play with any of those things. She suggests that they think like babies to come up with games that everyone can play together. Big Bird and Snuffy remember playing peek-a-boo, singing songs, and guessing animal sounds. They have so much fun on their playdate, but now they are ready to take naps. Snuffy and Big Bird can really think like babies, after all.

8:00 AM **CYBERCHASE** (302) ***The Borg of the Ring***

The long lost Totally Rad Ring of Radopolis has been found...and is soon swiped by Hacker. This powerful crown will grant the wearer his heart's desire, and Hacker is a cyborg who wants it all. From a new head of gorgeous hair to total cyberdomination, Hacker enjoys wreaking havoc with his new Ring. While racing to reclaim the Ring, the CyberSquad meets a mysterious teenborg named Slider. He seems nice, but whose side is he really on? The kids must all work together to get the Ring back from Hacker and put it inside the Circle of Supreme Safety before Hacker destroys Motherboard once and for all. But the Ring must be placed in the exact center of the circle -- only then will it be safe from those who wish to use its power to harm others.

8:30 AM **CURIOUS GEORGE** (105) ***Curious George On Time/Curious George's Bunny Hu***

Curious George On Time - After accidentally breaking Professor Wiseman's cuckoo clock, George decides to explore the inside of the BIG library clock to see how it works. When the big clock stops working too, Mr. Reloj, the local clockmaker, comes to the rescue. With Mr. Reloj's help, George discovers how to use various tools to make the clocks tick again.Curious George's Bunny Hunt - In the country, George falls in love with neighbor Bill's new pet bunnies. They are so irresistible that when Bill leaves to do his paper route, George just has to pet one. But as soon as he opens the bunny hutch, they all escape. By following their footprints and careful counting, George restores order and returns the missing bunnies to their home.

9:00 AM **CLIFFORD THE BIG RED DOG** (105) ***Great Race/Tummy Trouble***

Race - T-Bone finds himself in a contest with Mac. He doesn't win, but he does his best. T-Bone learns that you don't have to win to feel good - you just have to do your very best. Tummy Trouble - Clifford and his dog friends convince themselves that it's okay to eat lots of treats as long as they've done "special" things to deserve them. All three learn that too much of a good thing can be bad.

9:30 AM **DRAGON TALES** (321) ***Sad Little Star/Try It You'll Like It***

Sad Little Star - Celeste, a dreamy little star, appears in Dragon Land during the day. She loves being a star but misses out on seeing the daytime sights. Her dream is to see a real rainbow! The gang takes off on a quest for a rainbow. When at first they can't find one, they beg Polly Nimbus, the weather dragon, to make it rain, but even though she can make rain, she can't promise a rainbow. Celeste is sad to think she will have to go back without having her wish come true. Finally, Cassie realizes that her prism-shaped crystal can make a rainbow when the light shines through it. They get the idea to go to Crystal Cave to find a really big prism to make a rainbow across the sky. Celeste is overjoyed as the sky fills with a bright arching rainbow and she returns to the night sky with a twinkle in her eye. Try It You'll Like It - There are new rides at the Dragon Land amusement park! The gang sprints over, ready for yummy foods, roller coasters and a grand time. Everyone's ready, that is, but Zak, who's a little leery of eating snacks and riding rides that are unfamiliar. Wheezie, of course, is chomping at the bit, eager to take it all in. His friends remind Zak that there are things he likes now that were new once upon a time. Zak takes a chance and tastes Ord's cheesy log. He doesn't like it very much. He tries a frozen banana, which he likes even less, and then a corn-cob-on-a-stick, which he loves! After thinking about it, he decides to give the new rides a shot, too. They start on a few of the tamer ones, and eventually Zak works his way up to... The Skipper! It's a blast, and everyone is overjoyed, especially Zak, who winds up liking The Skipper more than anyone.

10:00 AM **IT'S A BIG BIG WORLD** (119) ***What A Wonderful Leaf/Roots Rock***

What a Wonderful Leaf: Madge is throwing a "Leaf Picnic Party" for the residents of the World Tree. Everyone's putting together something special made from leaves to bring to it. Winslow's having a hard time thinking of what to make until he decides to put together a special leaf costume for the party representing just how wonderful leaves are! Educational Notes: Leaves - Leaves have many functions, are diverse in shape, and play an important role in nature.Roots Rock: After Wartz learns from the other young animals how they are all keepers of the World Tree, he decides that he wants to be a keeper of the tree too, but no one needs his help with their jobs. After talking to Snook, he learns that by eating bugs he already helps the tree stay healthy so he is a keeper of the tree too! Educational Notes: Trees - There are ways that different animals help trees stay healthy and strong.

10:30 AM **JAKERS** (205) ***How Much Is That Dragon in the Window***
46 Captain Cumara is going to give Ferny a pet. But what kind? As Ferny, Piggley and Dannan wait for the captain to arrive, they imagine the impossible exotic animals that could be Ferny's new pet.

11:00 AM **CAILLOU** (424) ***Vacations***
Caillou is traveling in style with his very first airplane flight and he's curious about everything around him: he loves looking out the window at the ground below and also, playing with the music system. Plus, breakfast on a plane is an adventure in itself! On another adventure, Caillou and his family leave for a day at the beach. There's so much to see and do! Caillou goes in the water with Dad and later, a seagull tries to steal his sandwich! Then Caillou sees a hermit crab and finally he and Dad build a sandcastle. Caillou misses his friend Sarah when she goes away on an all-summer trip to China. Grandpa tells Caillou about the time when his Daddy was a little boy and they went on a camping trip. Caillou loves the idea of camping and he and Grandpa set up the tent in the garden.

11:30 AM **BOB THE BUILDER** (401) ***Bats and Bunkhouses***
Just as Bob and the team are finishing refurbishing the old watermill, Dizzy hears a squeaking noise coming from inside the top of the mill, there are bats in the mill! Dizzy is so eager to see the bats that she gets distracted from her work and makes a terrible mess, only to find out that bats only come out at night. Can Dizzy and the team get the mill running and find a way to see the bats? The team is busy building a bunkhouse for Farmer Pickles' new guests who will be helping with the sunflower harvest. Lofty's job is very important, lifting and laying the logs to make the bunkhouse. When the work is done, there are plans for a campfire sing-along, in which Lofty will be the star! Lofty is very nervous at the thought of singing in front of everyone. Will Lofty find the time to get his work done and practice his singing before the campfire begins?

2:30 PM **MR. ROGERS NEIGHBORHOOD** (1479) ***Mister Rogers Talks About Divorce***
Mister Rogers visits Joe Negri's music shop and meets Dr. Earl Grollman, author of books for parents and children about divorce. Unlike musical instruments, relationships can't always be fixed. In the Neighborhood of Make-Believe, Prince Tuesday returns to the castle and talks to his parents concerning his fears that their quarreling was going to lead to their divorce. Mister Rogers reassures his viewers that when parents quarrel it does not necessarily mean they are going to get a divorce.

3:00 PM **BETWEEN THE LIONS** (603) ***Yo! Yes?/Very Loud, Very Big, Very Metal***
Sometimes, making a new friend is as easy as saying yes. And Leona discovers that making her brother happy is as easy as showing him a music video with big, noisy construction vehicles.Educational Goals: Highlights the joys of reading and introduces key literacy skills. Focuses on the consonant sounds y and v, and features a variety of adjectives in the song "Very Loud, Very Big, Very Metal."

3:30 PM **CURIOUS GEORGE** (104) ***Buoy Wonder/Roller Monkey***
Buoy Wonder - Today is a big day for Bill. He's entering his boat in the Model Boat Show! But George discovers that the boat sinks and to keep Bills hopes for a prize afloat, he decides to build a new boat. After some trial and error, George finds out which building materials sink and which float. Roller Monkey - A monkey on roller skates seems unlikely until Mr. And Mrs. Dulson ask George to wear a pair in front of their toy store to attract customers. George's skating rolls out of control, so Hundley steps in to help. Soon George, Hundley, and even Gnocchi find themselves learning about momentum and inertia at a rapid downhill pace.

4:00 PM **DRAGON TALES** (320) ***Itching for a Cure/Cassie Catches Up***
Itching for a Cure - Emmy, Max, Enrique and their dragon friends are building a giant card house. While they're balancing cards, the ground begins to tremble and the cards come crashing down! They set out to investigate the source of the rumbling tremors and find their giant friend Mungus rolling around on the ground. He has a terrible itch that just won't go away! The gang brings Mungus to Dr. Booboogone for help, and she sends them on a quest for special ingredients to make "Itch Be Gone" cream. They face some challenges in collecting the ingredients, but knowing how much Mungus needs their help encourages them to not give up. Mungus is extremely grateful for his friends' help, and he shows his appreciation by helping the gang build another, even bigger, card house. Cassie Catches Up - It's a special day in Dragon Land as Quetzal navigates the group through the sights, sounds and smells of the Dragon Land Fair. They head straight for the carnival games, with all hearts set on winning a pinwheel. But Cassie becomes increasingly frustrated, as she seems unable to win a prize, disappointing herself and her partner, Emmy. While Cassie may not be able to run as fast as Zak and Wheezie, or throw a softball as far as Ord, Cassie is reminded that she is "good at lots of things" - like problem solving! With that realization, she comes up with an ingenious way to win a pinwheel for herself and her best friend, Emmy.

4:30 PM **ARTHUR** (901) ***Castles in the Sky/Tipping The Scales***
Castles In the Sky - The gang is devastated after their tree house collapses. It was the best place to hang out in the whole world. Can architect Frank Gehry get them to agree on a new design and help them to rebuild? Tipping the Scales - Everyone in Arthur's chorus group is excited about their upcoming performance in Crown City. Everyone knows nothing beats that post-concert

cheesecake at Finklemeyers! But when strict Dr. Fugue replaces fun Mrs. Krasny as their teacher, the gang worries -will music class ever be fun again?

5:00 PM **CYBERCHASE** (117) ***Return to Sensible Flats***

(topic: Line Graphs) - Something is amiss with the bliss of Sensible Flats. The reservoir is dry. The town is out of water. And the folks who live there are leaving as fast as they can. But why? When the kids and Digit arrive, they use line graphs to reveal the true story of what happened - and all lines lead to Hacker, the newest resident of Sensible Flats. The Big Idea: You can use a line graph to tell a story about how things change, and make predictions.

Friday, November 10

6:30 AM **BARNEY & FRIENDS** (1007) ***Movement and Bj's Snack Attack***

Movement: When some of the children in the park invite Barney to join them for a race, BJ and Baby Bop decide he'll need their help. They show him several ways to get ready for the big race by warming up and stretching. By the end of the day, everyone finds out that there are many fun ways to exercise.BJ's Snack Attack: When BJ starts to feel sick after eating too many sweets, he lies down in hopes of feeling better. He has a dream about a snack fantasyland where he eats as many sweets as he wants and ends up with a big stomachache. When he wakes up, he's happy to find out it was only a dream. When he asks for a healthy snack, his friends are happy to oblige!

7:00 AM **SESAME STREET** (4133)

It's National Try a New Food Day on Sesame Street and Telly is the Monster On-The-Spot Reporter. His first report is about Baby Bear, who always has his porridge with brown sugar and honey, but today he is going to try it with some fresh fruit on top. He thinks it's delicious and wants to try his porridge with a new fruit everyday! Now, his friends all over Sesame Street are trying something new. Oscar tries a cherry on top of his chocolate ice cream with fish, saukraut, and marshmallows, Gordon tries sushi, Elmo and Zoe try asparagus, and Cookie Monster tries celery. The only one who hasn't tried something new, yet, is Telly. He is a little apprehensive because he always has his grilled cheese sandwich cut into triangles. But what if it was cut into squares instead? To his surprise squares are as yummy as triangles. Now everyone has tried something new today, even your On-The- Spot Reporter.

8:00 AM **CYBERCHASE** (117) ***Return to Sensible Flats***

topic: Line Graphs) - Something is amiss with the bliss of Sensible Flats. The reservoir is dry. The town is out of water. And the folks who live there are leaving as fast as they can. But why? When the kids and Digit arrive, they use line graphs to reveal the true story of what happened - and all lines lead to Hacker, the newest resident of Sensible Flats. The Big Idea: You can use a line graph to tell a story about how things change, and make predictions.

8:30 AM **CURIOUS GEORGE** (106) ***Curious George Takes A Job***

Curious George Takes a Job - Following his nose, George sniffs his way to Chef Pisghetti's Ristorante where he finds Gnocchi the cat being tormented by her enormous ribbon. While the Chef is cooking up a meal to tempt a restaurant critic, George and Gnocchi experiment with kitchen magic. They learn that when cooking, not everything becomes floppy like spaghetti and some things don't really belong in the pasta pot.Curious George Takes Another Job - After George's success helping Chef Pisghetti impress the restaurant critic, the Chef suggests that George help his friend Mr. Glass wash the windows of his skyscraper-The Glass Palace. A perfect job for a little monkey! But maybe not a curious monkey because George can't help but be distracted by some amazing shadows he sees inside the windows.

9:00 AM **CLIFFORD THE BIG RED DOG** (106) ***Cleo Comes to Town/False Friends***

Cleo Comes To Town - In flashback, we see how Cleo shook everybody up when she first moved to Birdwell Island. T-Bone learns to accept her as a new friend, and also how to share an old friend (Clifford) with a new one. False Friends - When Cleo gets a new doggie playground and suddenly Mac is her new best friend, she starts ignoring Clifford and T-Bone! But Cleo soon learns that good friends stick by you through thick and thin.

9:30 AM **DRAGON TALES** (322) ***The Big Race/Bye, Bye Baby Birdie***

The Big Race - It is the day of the Big Dragon Land Road Race. Teammates Lorca and Enrique get off to a great start on Lorca's modified wheelchair, but soon find themselves at a standstill when they can't work together. After getting advice from Quetzal, they realize that being a team means working together. They begin to pass their friends who are also having trouble cooperating and offer helpful teamwork suggestions for them. Enrique teaches a Spanish rhyme to Cassie and Emmy to help them pedal together, which comes in handy again when the entire gang ends up in a pile- up that entangles their go-carts. Stuck together, they head comically toward the finish line in a long train reciting the rhyme to keep in sync. Even though the team doesn't win the race, they learn a valuable lesson about cooperation and teamwork! Bye, Bye Baby Birdie - While playing in a meadow, the gang discovers afamily of rhyming birds, and Emmy and a baby bird take a shine to each other. Emmy names the bird Cutie Pie and they have so much fun together that she doesn't notice when the bird's family flies away. Although she's very attached to Cutie Pie, Emmy, with help from Quetzal and all her friends, understands that the baby bird needs to go home. After all, how would Emmy feel if she couldn't be with her family? The gang promises to help her say goodbye to her new pal. They all set out together and find Cutie Pie's family at their home in Very Merry Valley. Zak reminds Emmy that she knows where Cutie Pie lives now, so she can visit anytime she wants! Emmy gives Cutie Pie a keepsake - a ribbon from her hair. As Cutie Pie waves goodbye, one of her feathers flies into the air, she catches it in her beak and presents it to Emmy. Feeling much better, Emmy says goodbye to her new friend-until next time!

10:00 AM **IT'S A BIG, BIG WORLD** (120) ***Making Tracks/Map It Out***

Making Tracks: Bob finds a big footprint on the rainforest floor and is afraid that it has been left behind by a new, giant animal. He tries to follow the footprints, but it seems as though they are following him. When he can't match the print with any of the ones on Madge's chart, and discovers with Oko's help what is causing the mysterious footprints... a leaf stuck to the bottom of his own feet. Educational Notes: Tracks - Animals leave behind footprints or markings as they move. These tracks can tell you about an animal's habits, identity, and the activity it was doing. Map it Out: Smooch and Winslow can't agree on the shortest route to Snook's house, so Snook suggests that they draw a map of the World Tree. They enlist Burdette's help to measure the distances between different points and add those measurements to their map. When they are finished, they calculate the length of each route and find that they are both

10:30 AM **JAKERS!** (206) ***Mi Galeon***

Grandpa Piggley recounts the story of the time he, Dannan and Ferny all built miniature ships and entered the Raloo River Race. Unfortunately, Don Toro lets his enthusiasm get the better of him and he does most of the work building Ferny's entry. The ship is fantastic, but Ferny feels like he didn't contribute enough. In the end, Ferny overcomes his fear of hurting his papa's feelings, and by speaking up asserts his right to build his own boat.

11:00 AM **CAILLOU** (425) ***Getting The Message***

When Mom is busy on the phone all morning and doesn't have time for Caillou he feels very left out of things. He plays with his toy phone and then talks to Grandma on the real phone. He likes talking on the phone--it makes him feel very grown up. Caillou learns there are many different ways to communicate. He makes friends with Robbie, a deaf boy he meets in the park, and learns how to communicate using sign language. After getting caught in the rain, Caillou looses his voice, but manages to find other ways to communicate until his voice comes back. Caillou wants to be taller like his friend Jim and tries to think of a way to grow faster. Mom and Dad measure him on his growth chart and show him he has grown a whole inch since last time, but that's just not enough. Later when a plumbing problem requires someone small to help out, Caillou finds out there are some benefits to being just his size.

11:30 AM **BOB THE BUILDER** (402) ***Shelters and Bridges***

When Sumsy and Travis decide they need a machine shelter too, Spud steps in to help. But each time they think they've gathered surplus materials from the old willow tree, they need to share them with Bob for various new building projects. Eager to have a shelter, Sumsy must find a new way to get the materials she needs! Bob and the can-do crew are working on a very exciting job - a bridge - and Bob has promised Scrambler he can be the first machine to ride across it. Desperate to get the job done as fast as possible, Scrambler rushes off - while Dizzy struggles to keep up, skidding off the path and into the river. Can Scrambler save her without slowing everyone down?

3:00 PM **BETWEEN THE LIONS** (223) ***Good Night, Knight***

Orlando Furioso, the brave knight, will save the fair Angelica and lift the curse of Fallerina if he can be put back together again! Featured text: play. Key word: knight. Target vowel: long i - ight.

3:30 PM **CURIOUS GEORGE** (105) ***Curious George On Time/Curious George's Bunny Hu***

Curious George On Time - After accidentally breaking Professor Wiseman's cuckoo clock, George decides to explore the inside of the BIG library clock to see how it works. When the big clock stops working too, Mr. Reloj, the local clockmaker, comes to the rescue. With Mr. Reloj's help, George discovers how to use various tools to make the clocks tick again.Curious George's Bunny Hunt - In the country, George falls in love with neighbor Bill's new pet bunnies. They are so irresistible that when Bill leaves to do his paper route, George just has to pet one. But as soon as he opens the bunny hutch, they all escape. By following their footprints and careful counting, George restores order and returns the missing bunnies to their home.

4:00 PM **KIDS' PICKS** ()

4:30 PM **KIDS' PICKS** ()

5:00 PM **CYBERCHASE** (408) ***A Crinkle In Time***

Digit and the kids go on a rescue mission to save Slider, searching for their friend all over a mysterious cybersite called Ticktockia. But it's all a big trick by Hacker, and Slider's not even there! And if the CyberSquad doesn't leave soon, they'll be stuck forever. Can they learn enough about gears to escape before the clock strikes 9? Only time will tell! EDUCATIONAL OBJECTIVE: Watch carefully how two gears mesh and you can discover how their size and number of teeth affects the speed at which each turns.

Sunday, November 12

6:30 AM **MAKE WAY FOR NODDY** (310) ***Lie Down Mr. Wobbly Man/Fire Chief Dinah***

Lie Down Mr. Wobbly Man - It's Mr. Wobbly Man's birthday. Noddy and Tessie Bear want to show him how to watch the clouds, which means he must lie down. Getting Mr. Wobbly Man to stay lying down proves much harder than they first thought.Fire Chief Dinah - Dinah Doll is appointed fire chief of the Toy Town fire brigade. Will she meet her challenge and create a good team of fire fighters before a real fire happens?

7:00 AM **BIG COMFY COUCH** (706) ***Clown with a Frown***

Loonette is a grumypants and Granny Garbanzo discovers that a case of bad nutrition is to blame.

7:30 AM **CLIFFORD'S PUPPY DAYS** (203) ***Finder's Keepers/You're Famous!***

Finders Keepers: When Jorge digs up a shark tooth necklace in the courtyard, it is taken from him and given to its rightful owner. He cannot understand why "Finders Keepers Loser Weepers" (the children's proverb of dubious ethical merit) doesn't apply. He takes the necklace back and buries it again. Clifford sees this and must decide if he should dig it up and return it, or protect his friend - even though he believes that Jorge is wrong. Clifford resolves the problem by convincing Jorge to do the right thing. You're Famous!: Nina and Jorge become instant celebrities when they get their picture in the newspaper. All this attention makes them act differently and alienate their friends. When their "15 minutes" ends and isolation sets in, Nina and Jorge realize that it's time to mend fences and come back to earth. Luckily, their friends are there to welcome them back.

8:00 AM **THOMAS AND FRIENDS** (311) ***The Way I See It***

Gordon has set a record for pulling the express and he is to receive a set of special cars. It is Emily's job to collect the cars and deliver them to the ceremony. On the way, she is rude to Diesel who is not impressed to hear about Gordon's award. Diesel tries to tell her something but Emily steams away. Crossly, Diesel takes the cars and hides them in a siding. When Sir Topham Hatt catches up with Diesel, he orders him to show Emily where the cars are. On the way, Diesel's engine starts to splutter. Diesel explains that he also has broken a record, for shunting trucks. And he was cross that Emily didn't listen. Emily is sorry and later at Gordon's ceremony, she arranges a special surprise for Diesel too. It is the day of the Sodor School football match. James finishes his jobs first and gets to pull the team carriages. James gets decorated in the team colors. Thomas is very jealous and thinks this isn't fair. He tries to persuade James to let him pull the coaches but James won't listen. Thomas resorts to desperate measures and arranges for James to puff into a siding. This destroys James' decorations! Thomas is horrified at what he has done. Thomas sees Bertie who has broken down on his way to the match with lots of children. Thomas offers to take the children and borrows the children's flags and scarves to decorate James with. James looks wonderful and everyone is delighted.

8:30 AM **BOB THE BUILDER** (411) ***Valley Nature Lessons***

Bob and his dad are building a marshland walkway and Benny can't wait to explore the wildlife. But when he wanders off looking for exciting new creatures, he may find more than he bargained for! Dizzy is helping Bob make street signs to help everyone get around Sunflower Valley. When she's asked to show the local kids how to get to school, she gets so excited she doesn't pay attention and soon Dizzy and the children are lost in the wilderness!! How will they ever get back without any signs to point their way home?

9:00 AM **FRANNY'S FEET** (104) ***Double Trouble/Bedtime for Bears***

Franny travels to Chinatown, where she meets May and Wei, twins who are preparing for the Chinese New Year dragon parade. Franny helps the girls create costumes using items found in the twins' family restaurant. In Franny's Treasures, the audience helps Franny and Bobby uncover clues from fortune cookies that introduce viewers to Chinese traditions.B) Franny pops up in an autumn forest just in time to meet Beebo, a playful young bear. Beebo should be hibernating, like other forest creatures, but he's having trouble falling asleep. When Franny helps him find his beloved stuffed toy, Beebo dozes off for the winter. In Franny's Treasures, Franny and Bobby ask the audience to help them match the type of bear (black, polar, and panda) to the food they eat.

9:30 AM **POSTCARDS FOR BUSTER** (103) ***Buster and Beatrice (San Antonio, Texas)***

Buster meets 12 year-old Robert who has been playing Conjunto music on his accordion since he was five with grown ups who share this traditional Mexican-American musical form. In between jam sessions, Buster gets a lesson in real Mexican cooking and learns what makes a perfect taco.

10:00 AM **ARTHUR** (709) ***Prunella Sees The Light/Return of the Snowball***

Prunella Sees the Light - To make everything perfect for her sleepover with Marina, Prunella happily styles her room to resemble a "Henry Skreever" book. But then she panics - since Marina is blind, will decorations she can't even see offend her... or worse, make her trip? Or will Prunella discover that her worries about protecting Marina - and their friendship - are more about Prunella's own perceptions rather than Marina's actual capabilities? Return of the Snowball - For six months, two weeks and four days, D.W. has been trying to solve the mystery of her snowball's disappearance. So when it re-appears in the freezer, she's ecstatic!! But wait -

if it was taken once, how can she stop it from being stolen again? Can D.W. keep the snowball safe from plotting thieves... or even from melting?

10:30 AM **MAYA AND MIGUEL** (140) ***A Star Is Born***

Santiago is going to make a television commercial for his pet store... but when Maya hears what he has in mind, she decides to take over and produce something flashier, to really draw in customers. Together with Miguel, she puts together the entire production. Paco, meanwhile, dreaming of his big break in show business, continually pops up, trying to get on camera... but is repeatedly rebuffed as Maya's production goes haywire. Santiago wants to make his simple commercial, but Maya won't hear of it. She enlists a professional director (Fabian) to come and make it even more stupendous... but he ends up replacing Santiago with an actor playing him! In the end, Fabian is removed, and Maya comes to realize that Santiago should make a commercial that honestly represents him and his pet store... which he does.

11:00 AM **CYBERCHASE** (112) ***Of All The Luck***

topic: Logic) - Convinced that his failure to defeat Motherboard is simply a result of bad luck, Hacker collects the Ten Lucky Charms of Cyberspace. The caper works. Hacker's luck changes, and good things begin happening to him. When Motherboard realizes what Hacker has done - she sends the kids and Digit to Hacker's hideout in the Northern Frontier to help the Lucky Charms escape. The kids use logic, Venn Diagrams and the understanding of the words "and", "or" and "not" to free the Charms. The Big Idea: When you have to choose from a confusing mix of possibilities, you can use logic - a set of tools for thinking clearly - to sort out your choices so you can get exactly what you want.

Monday, November 13

6:30 AM **BARNEY & FRIENDS** (1008) ***Counting and Letters***

Counting: BJ and Riff find a pirate map, but in order to find the treasure, they have to be able to count. Since Baby Bop hasn't learned to count yet, Barney offers to help teach her so she is not left behind. In the end, Baby Bop learns to count and realizes that feeling good about herself is the greatest treasure in the world!Letters: It's time for a music concert in the park. As Riff works on his "one-man band", the others make posters for the show. Everyone enjoys Riff's calypso rendition of a favorite song, and they all enjoy helping each other!

7:00 AM **SESAME STREET** (4134)

Oscar and Grundgetta were going to race the Sloppy Jalopy in the Nastycar Races, but the Jalopy won't start. Maria and Luis offer to help, but Oscar insists that Grouches never need help. Grundgetta thinks that they should cooperate so they won't miss the race. Oscar finally agrees, although Maria and Luis aren't able to get the engine to start. Oscar then calls a grouch mechanic to try to fix the Jalopy, but that doesn't work either. They even try a little magic from Abby, but she turns the Jalopy into a pumpkin. They all cooperate to turn the Jalopy back to normal, but Oscar is about to give up on it starting. Just then, Gina's baby tosses his baby bottle and it hits the Jalopy. It starts to run! It's too late to make the race, but Oscar and Grundgetta win anyway. If your Jalopy never moves, you win first place. Oscar and Grundgetta take a victory drive and it's a perfect bumpy ride.

8:00 AM **CYBERCHASE** (408) ***A Crinkle In Time***

Digit and the kids go on a rescue mission to save Slider, searching for their friend all over a mysterious cybersite called Ticktockia. But it's all a big trick by Hacker, and Slider's not even there! And if the CyberSquad doesn't leave soon, they'll be stuck forever. Can they learn enough about gears to escape before the clock strikes 9? Only time will tell! EDUCATIONAL OBJECTIVE: Watch carefully how two gears mesh and you can discover how their size and number of teeth affects the speed at which each turns.

8:30 AM **CURIOUS GEORGE** (107) ***Curious George, Door Monkey/Curious George Goes Up***

Curious George, Door Monkey: As lobby dog, it's Hundley's job to keep everything in order. But when George finds some intriguingly shaped packages, the lobby is soon filled with tennis, bowling, and golf balls and a ton of empty boxes! George and Hundley scramble to put the balls back in the right size boxes before the ball-collector tenant comes to retrieve his packages!Curious George Goes Up the River - George is supposed to be feeding the ducks while The Man with the Yellow Hat helps Mrs. Renkins look for her lost baby chicks. But somehow, "feeding the ducks" turns into a trip down the river for George and Jumpy. At first, it's fun, but soon George and Jumpy realize they're getting pretty far from home. With the help of some familiar landmarks, they make their way back safely-and the baby chicks find them!

9:00 AM **CLIFFORD THE BIG RED DOG** (107) ***Clifford & The Beanstalk/Itchy Patch***

Clifford and the Beanstalk - Emily works hard to prepare for her audition for the lead in the school play, but loses the role to Jetta, who worries more about what she'll wear than about learning her lines. Emily steps in and plays the lead role at the last minute, and Jetta learns that it's hard work and preparation are what make you successful.Itchy Patch - Clifford is itching like crazy but tries hard to stop when he hears Emily say that she'll take him to the vet if he keeps it up. With the help of Cleo and T-Bone, Clifford tries every trick to conceal his discomfort to avoid a trip to the doctor! But Clifford soon learns the value of trust in an unknown situation.

9:30 AM **DRAGON TALES** (323) ***Sky Soccer/Room for a Change***

Sky Soccer - Today is the day for the Sky Soccer team tryouts in Dragon Land! Ord really wants to be on the team, but he's never played before. As Ord attempts the drills, he repeatedly misses the ball and uses the wrong parts of his body to touch the ball. Ord decides that sky soccer is just too hard. His friends convince him not to give up by sharing advice on taking things slowly, remembering which parts of his body to use, and saying the phrase, "If at first you don't succeed, try, try again!" When Ord returns for the second half of the tryouts, he shows tremendous improvement. Even though he does not make the team, the coach congratulates Ord on his progress and encourages him to keep practicing for next time. Room For A Change - Cassie's big family is getting even bigger - and she has to move to a new room so the babies can be closer to Mom and Dad. Even though she hasn't even seen it yet, Cassie worries that she won't like her new room. When she goes with her friends to check it out, Cassie admits that it's nice, but she's still sad having to leave the room she loves. Max and Emmy comfort her. After her friends help her move all her favorite things, she feels much better. Best of all, she discovers a secret closet, just the spot to read stories to her many brothers and sisters. Now it's the best room ever!

10:00 AM **IT'S A BIG BIG WORLD** (118) ***The Itch/Everything's Going to Be Just Fine***

The Itch: Bob has an itch that he thinks is caused by a poisonous plant and he is on a mission to tell his friends not to touch or eat any plants until they know they are safe he finally talks to Madge, who tells him that none of the plants that they were going to touch are poisonous, but he was right to check with her, because some are! Educational Note: Poisonous plants - There are some types of plants that can be dangerous to touch or eat, but there are ways of finding out about nature so we can keep ourselves

safe.Everything's Going to be Just Fine: Wartz promised Madge that he would bring in all of the mushrooms from her garden, but gets worried that he won't be able to finish the job. He visits Snook in a panic that Madge is going to be angry with him. Snook reminds him that worrying doesn't solve anything and helps him relax. After a few deep breaths, Wartz thinks through his problem and comes up with a solution! Educational Note: Problem Solving - Sometimes worrying can get in the way of solving our problems. There are things we can do to calm ourselves down when we feel worried and sometimes we can figure out how to fix the thing we are worried about.

10:30 AM **JAKERS!** (207) ***The Gift***
Piggley wants a new snow sled for his birthday but his father can't afford it. Piggley learns that sometimes the best gifts are those from the heart.

11:00 AM **CAILLOU** (426) ***Fall Is in the Air***
Autumn brings fresh cool air and fun surprises. Caillou and Rosie have a ball playing in the piles of fallen leaves in the backyard. Come October, Caillou and Dad make a jack-o-lantern, Grandma bakes her grandkids a pumpkin pie, and Caillou goes trick-or-treating as an astronaut. In November, Thanksgiving seems like a big hassle until Mom and Dad explain its significance, which gets Caillou into the spirit. Caillou can't wait until he is old enough to go to school. Since Sarah has no brother or sister, she invites Caillou to a little brother or sister day at school. The school is big and Caillou is a little afraid. But with Sarah's help Caillou has a lot of fun, he even draws on the blackboard.

11:30 AM **BOB THE BUILDER** (403) ***Fossil Fun***
Bob and the team are building a new home inside an old tower for Mr. Sabatini and his family. While collecting bricks for the job, Muck and Spud discover some old wooden pole and canvas and pretend to be knights in a jousting competition. In their game, they wind up making a mess of the job, knocking over all the bricks that Muck collected for the tower, only to discover that their knight costumes are actually parts for the new windmill! Bob has bought a new drilling attachment for Benny. Benny is desperate to try it out so Bob promises he can as long as he's with him to help. But before they get to use Benny's new drill, Bob gets called away. Looking for something to bash, crash or smash, Benny causes rocks to fall and winds up trapping himself. But will Benny discover something that makes all his trouble worth while?

2:30 PM **READING RAINBOW** (1504) ***Beegu***
Beegu, a small space creature finds no welcome on Earth until she meets some children on a play ground.

3:00 PM **BETWEEN THE LIONS** (403) ***Three Goats, No Waiting***
Lionel writes and directs a play of "The Three Billy Goats Gruff," but who in the library can act scary enough to be the hungry troll? Designated Reader: Meredith Vieira. Key word: goat. Target vowel: oa.

3:30 PM **CURIOUS GEORGE** (106) ***Curious George Takes A Job/Curious George Takes An***
Curious George Takes a Job - Following his nose, George sniffs his way to Chef Pisghetti's Ristorante where he finds Gnocchi the cat being tormented by her enormous ribbon. While the Chef is cooking up a meal to tempt a restaurant critic, George and Gnocchi experiment with kitchen magic. They learn that when cooking, not everything becomes floppy like spaghetti and some things don't really belong in the pasta pot.Curious George Takes Another Job - After George's success helping Chef Pisghetti impress the restaurant critic, the Chef suggests that George help his friend Mr. Glass wash the windows of his skyscraper-The Glass Palace. A perfect job for a little monkey! But maybe not a curious monkey because George can't help but be distracted by some amazing shadows he sees inside the windows.

4:00 PM **DRAGON TALES** (322) ***The Big Race/Bye, Bye Baby Birdie***
The Big Race - It is the day of the Big Dragon Land Road Race. Teammates Lorca and Enrique get off to a great start on Lorca's modified wheelchair, but soon find themselves at a standstill when they can't work together. After getting advice from Quetzal, they realize that being a team means working together. They begin to pass their friends who are also having trouble cooperating and offer helpful teamwork suggestions for them. Enrique teaches a Spanish rhyme to Cassie and Emmy to help them pedal together, which comes in handy again when the entire gang ends up in a pile- up that entangles their go-carts. Stuck together, they head comically toward the finish line in a long train reciting the rhyme to keep in sync. Even though the team doesn't win the race, they learn a valuable lesson about cooperation and teamwork! Bye, Bye Baby Birdie - While playing in a meadow, the gang discovers afamily of rhyming birds, and Emmy and a baby bird take a shine to each other. Emmy names the bird Cutie Pie and they have so much fun together that she doesn't notice when the bird's family flies away. Although she's very attached to Cutie Pie, Emmy, with help from Quetzal and all her friends, understands that the baby bird needs to go home. After all, how would Emmy feel if she couldn't be with her family? The gang promises to help her say goodbye to her new pal. They all set out together and find Cutie Pie's family at their home in Very Merry Valley. Zak reminds Emmy that she knows where Cutie Pie lives now, so she can visit anytime she wants! Emmy gives Cutie Pie a keepsake - a ribbon from her hair. As Cutie Pie waves goodbye, one of her feathers flies

into the air, she catches it in her beak and presents it to Emmy. Feeling much better, Emmy says goodbye to her new friend-until next time!

4:30 PM **ARTHUR** (903) ***Arthur Weighs in/the Law of the Jungle Gym***

Arthur Weighs In - When Arthur doesn't fit into his costume for the play, he's shocked to learn that he's gotten "husky-sized." Now he's serious about getting in shape. Will he turn to an all-protein diet? Eat only herbs and berries? Or will he try something really radical.. .exercise?! The Law of the Jungle Gym - Muffy found the perfect place to take pictures with her new digital camera - the jungle gym. Unfortunately, it's Tough Customer territory, and Molly wants to bully Muffy right out of her new studio. But Crosswires do not compromise! Or. do they?

5:00 PM **CYBERCHASE** (103) ***R-Fair City***

(topic: Probability and Chance) - Disguised as a gypsy, Hacker lures Digit to a fantastic cyber amusement park and holds him captive. When the kids arrive, they analyze the games of chance, figuring out which games are fair and which ones are not, and use what they learn to find Hacker and beat him at his own game before it's too late! The Big Idea: A game of chance is fair when nobody can tell who will win, but everyone has the same chance of being a winner.

Tuesday, November 14

6:30 AM **BARNEY & FRIENDS** (813) ***A World of Friends***

Barney helps the children learn about animal homes by discovering animals that make their homes in the park.

7:00 AM **SESAME STREET** (4120)

Baby Bear is writing a thrilling story about the Three Bears. With the help of Elmo, he decides the story should be The Three Bears in Outer Space. In the beginning, the Three Astro Bears are trying to find the answer to the question-"How does porridge taste in space?" The middle includes a cowgirl, recommended by Zoe. Then the ship starts to shake. Big Bird thinks that this could only be a tap dancing chicken, but how will the story end? Baby Astro Bear politely asks the chicken to stop tap dancing. The Three Astro Bears finally get to find out how porridge tastes in space. It tastes just right and they live happily ever after. Baby Bear and his friends think that this was the greatest story ever told and they all helped to write it together!

8:00 AM **CYBERCHASE** (103) ***R-Fair City***

(topic: Probability and Chance) - Disguised as a gypsy, Hacker lures Digit to a fantastic cyber amusement park and holds him captive. When the kids arrive, they analyze the games of chance, figuring out which games are fair and which ones are not, and use what they learn to find Hacker and beat him at his own game before it's too late! The Big Idea: A game of chance is fair when nobody can tell who will win, but everyone has the same chance of being a winner.

8:30 AM **CURIOUS GEORGE** (108) ***Curious George and the Invisible Sound/Curious Geo***

Curious George and the Invisible Sound - While trying to record different animal sounds in the country, George discovers some amazing things about the dynamics of sound: the closer he gets, the louder the sound; the further away he is, the quieter the sound. Then he discovers one he's never heard before. He follows the direction of the sound throughout the house until he finds... a cricket?! How can something so small make such a big noise?Curious George, A Peeling Monkey - George really can't wait to see what's inside Professor Wiseman's birthday present. Because he's a good little monkey, he leaves the present in one piece, but he distracts himself by "unwrapping" everything else around him. George learns that lots of things have covers, and for many different reasons. Even the bathroom walls are covered with wallpaper! But not for long...

9:00 AM **CLIFFORD THE BIG RED DOG** (108) ***A New Friend/Stormy Weather***

00 A New Friend - There's a new dog in town - and he only has three legs. Clifford, Cleo and T-Bone really like KC, but they're having a hard time acting normal around him. One minute Clifford overcompensates for KC and the next, Cleo frets that his "difference" might be contagious! Ultimately, they happily learn to accept KC. Stormy Weather - Clifford's talent for digging seems to be disrupting everyone in town. But when a big storm comes in, his deficit becomes an asset. So Clifford learns to look for the appropriate time and place for his talents to be expressed.

9:30 AM **DRAGON TALES** (324) ***Rise and Bloom/Dragon Scouts***

Rise and Bloom - Max really wants to see the Bursting Blossoms bloom in Dragon Land - a spectacular, once-a-year event. This special event only happens at sunrise, and Max just can't seem to shake off his sleepiness and get himself going. Luckily, Max's friends have some strategies to help him feel more awake. When they finally arrive (fully awake) on Blossom Ridge, just in time for the sunrise, they aresurprised to find that the Bursting Blossoms need some help waking up. Max springs to action using his recently learned techniques to help the flowers shake off their sleepiness, and everyone celebrates as the amazing blossoms burst with color and shower sparkly pollen all around them. Dragon Scouts - Emmy is excited to go to Cassie's Dragon Scouts meeting. But when Cassie has to leave unexpectedly, Emmy's not sure how to make friends with the other Scouts, who are helping an old dragon woman take care of her garden and twinkle berry trees. Emmy tries being friendly and does her work close by. The Scouts talk to her, but they don't invite her to join them. Emmy tries a special berry-picking trick to attract attention, and the Scouts are impressed until the trick backfires, covering everyone with twinkleberries. Emmy is embarrassed, but is encouraged when one scout finds the incident funny. The next task is bringing water buckets to water thirsty flowers, but the buckets are so heavy that the Scouts can't carry them. Emmy suggests teamwork - one Scout holds the bucket and one Scout fills it until it's just the right weight. When Cassie returns, Emmy is happily working side by side with the Scouts, who invite her to visit them again soon.

10:00 AM **IT'S A BIG BIG WORLD** (121) ***Hide and Seek/Take Care of Yourself***

Hide and Seek: During a game of hide and seek, Bob learns that he will be much harder for Snook to spot if he hides in a place where his colors blend in with his surroundings. Soon, everyone in the world tree is learning about different ways that animals use natural camouflage to protect themselves and hiding in unexpected places, using their natural camouflage to their advantage. EDUCATIONAL NOTES: Natural Camouflage - There are many ways in which animals use their appearance to blend in with their surroundings.Take Care of Yourself: As Madge is finishing her daily exercises, Burdette stops by for a visit. They talk about how important it is to take good care of yourself and all of the ways to do that: eating the proper foods, getting enough rest, and exercising everyday. EDUCATIONAL NOTES: Health - It is important to take a care of our bodies and there are concrete things we can do to help ourselves stay healthy.

10:30 AM **JAKERS!** (210) ***Tale Spinner***

When Piggley's substitute teacher assigns them to write a two page true story - he doesn't take it seriously. After all, story-telling comes easy to him so he can do the work the last minute. But when the substitute teacher turns out to be an inspiration to the class, Piggley learns to value his story telling gift and to work harder at it. EDUCATIONAL OBJECTIVE: Talent is great but you still have to do the work to make it happen.

11:00 AM **CAILLOU** (427) ***Knowing How***

Caillou learns the value of determination and the benefits of success! When Mom drives Sarah to her skating lesson, Caillou decides he wants to take skating lessons too! But the lessons are harder than Caillou expected, and if it weren't for the neato Zamboni, Caillou might not have gone back. When an invitation for Clementine's party accidentally ends up at Sarah's, Caillou learns the differences between the addresses of the two homes. Later, when Clementine tells Caillou how much she likes her older brother, Billy, to teach her things, Caillou sets out to teach something to Rosie. But this proves harder than Caillou thought, until Mom suggests he try the A-B-C song! Also, when Caillou's dawdling causes he, Mom and Rosie to be late going to the park, they end up missing Leo. So Dad suggests they make a game out of not dawdling, by using an egg timer for Caillou to race against when he gets ready for bed.

11:30 AM **BOB THE BUILDER** (404) ***Shhhh! Spud's About!***

Spud is reprimanded by Farmer Pickles for keeping everyone awake in Sunflower Valley by being too noisy at night. Spud decides to make himself some special super-quiet shoes. While Bob is busy building river safety equipment and Farmer Pickles is delivering crates of sunflower oil to Bobsville, Spud sneaks around in his new invention. Soon he discovers that sneaking around stealthily isn't always the best plan! As Bob works on the new Sunflower Valley Visitor Center and helps everyone with their welcome displays, his machine team is left without guidance for the most important display of all! Just when Bob thinks it's too late to bring the special Plesiosaurus fossil down from the mountain, he sees his crew arriving with the display and realizes that his can-do crew really can do anything!

2:30 PM **MR. ROGERS NEIGHBORHOOD** (1537) ***Mister Rogers Talks About Food This Week***

"When we have enough to eat and enough to share, we're really fortunate," says Mister Rogers. He visits a tofu factory to see how people make this food. In the Neighborhood of Make-Believe, the Neighbors' gardens are disappearing!

3:00 PM **BETWEEN THE LIONS** (223) ***Good Night, Knight***

Orlando Furioso, the brave knight, will save the fair Angelica and lift the curse of Fallerina if he can be put back together again! Featured text: play. Key word: knight. Target vowel: long i - ight.

3:30 PM **CURIOUS GEORGE** (107) ***Curious George, Door Monkey/Curious George Goes Up***

Curious George, Door Monkey: As lobby dog, it's Hundley's job to keep everything in order. But when George finds some intriguingly shaped packages, the lobby is soon filled with tennis, bowling, and golf balls and a ton of empty boxes! George and Hundley scramble to put the balls back in the right size boxes before the ball-collector tenant comes to retrieve his packages!Curious George Goes Up the River - George is supposed to be feeding the ducks while The Man with the Yellow Hat helps Mrs. Renkins look for her lost baby chicks. But somehow, "feeding the ducks" turns into a trip down the river for George and Jumpy. At first, it's fun, but soon George and Jumpy realize they're getting pretty far from home. With the help of some familiar landmarks, they make their way back safely-and the baby chicks find them!

4:00 PM **IT'S A BIG BIG WORLD** (323) ***Sky Soccer/Room for a Change***

Sky Soccer - Today is the day for the Sky Soccer team tryouts in Dragon Land! Ord really wants to be on the team, but he's never played before. As Ord attempts the drills, he repeatedly misses the ball and uses the wrong parts of his body to touch the ball. Ord decides that sky soccer is just too hard. His friends convince him not to give up by sharing advice on taking things slowly, remembering which parts of his body to use, and saying the phrase, "If at first you don't succeed, try, try again!" When Ord returns for the second half of the tryouts, he shows tremendous improvement. Even though he does not make the team, the coach congratulates Ord on his progress and encourages him to keep practicing for next time. Room For A Change - Cassie's big family is getting even bigger - and she has to move to a new room so the babies can be closer to Mom and Dad. Even though she hasn't even seen it yet, Cassie worries that she won't like her new room. When she goes with her friends to check it out, Cassie admits that it's nice, but she's still sad having to leave the room she loves. Max and Emmy comfort her. After her friends help her move all her favorite things, she feels much better. Best of all, she discovers a secret closet, just the spot to read stories to her many brothers and sisters. Now it's the best room ever!

4:30 PM **ARTHUR** (904) ***Buster's Green Thumb/My Fair Tommy***

Buster's Green Thumb - Buster finds out that his collection of old food makes excellent compost - which makes for even better tomatoes! But he's dismayed when he runs out of fresh veggies to give away. until his new friend who runs the community garden shows him what it takes to grow and care for his own plants. My Fair Tommy - Neither of the Tibble twins has ever won the coveted "Good Behavior of the Week" cupcake award. When Tommy sets his sights on getting the prize, can D.W. show him how it's done, or will Timmy stand in his way?

5:00 PM **CYBERCHASE** (402) ***The Icky Factor***

Hacker launches his most dastardly and secretive scheme ever! He's building a device so dastardly, victory over Cyberspace is in his sights. His cunning contraption calls for an unusual power source -the Electric Eel of Aquari-Yum. To get the eel, Hacker traps its guardian, cyberslug Icky, far from home. The kids and Digit must use the concept of factoring to save the day. But can they rescue Icky and stop Hacker from stealing the Electric Eel?

Wednesday, November 15

6:30 AM **BARNEY & FRIENDS** (814) ***Who's Your Neighbor?***

Through pretend play, Barney and the children learn about their community and the people that help them live safely and happily there.

7:00 AM **SESAME STREET** (4121)

Zoe is pretending to be a teacher and she is getting Rocco and all of her dolls ready for a field trip. Telly would really like his doll Freddy to go on the fieldtrip, too. Zoe says there isn't enough room on the bus so Freddy gets left behind. Telly knows that this has upset Freddy, so he promises that they will spend the whole day together. Telly, Baby Bear and Freddy decide to play a new game: Fantastic Freddy! They are pretending that Freddy is a superhero and he has to save the world from the Dastardly Dinosaur. Just then, Zoe returns from her field trip and sees Telly and Baby Bear playing. She asks if Rocco can play, too. Telly is shocked that Rocco would want to play with Freddy now, when he didn't make an effort to include Freddy before. Zoe apologizes and says that Rocco didn't realize that he was hurting Freddy's feelings. Telly isn't sure if he is ready to accept Rocco's apology, but Baby Bear explains that Rocco made a mistake just like we all do sometimes and that it would be fun to have Rocco play with them. Telly and Freddy agree and they all have a great time pretending to save the world.

8:00 AM **CYBERCHASE** (402) ***The Icky Factor***

Hacker launches his most dastardly and secretive scheme ever! He's building a device so dastardly, victory over Cyberspace is in his sights. His cunning contraption calls for an unusual power source -the Electric Eel of Aquari-Yum. To get the eel, Hacker traps its guardian, cyberslug Icky, far from home. The kids and Digit must use the concept of factoring to save the day. But can they rescue Icky and stop Hacker from stealing the Electric Eel?

8:30 AM **CURIOUS GEORGE** (105) ***Curious George On Time/Curious George's Bunny Hu***

Curious George On Time - After accidentally breaking Professor Wiseman's cuckoo clock, George decides to explore the inside of the BIG library clock to see how it works. When the big clock stops working too, Mr. Reloj, the local clockmaker, comes to the rescue. With Mr. Reloj's help, George discovers how to use various tools to make the clocks tick again.Curious George's Bunny Hunt - In the country, George falls in love with neighbor Bill's new pet bunnies. They are so irresistible that when Bill leaves to do his paper route, George just has to pet one. But as soon as he opens the bunny hutch, they all escape. By following their footprints and careful counting, George restores order and returns the missing bunnies to their home.

9:00 AM **CLIFFORD THE BIG RED DOG** (105) ***Great Race/Tummy Trouble***

Great Race - T-Bone finds himself in a contest with Mac. He doesn't win, but he does his best. T-Bone learns that you don't have to win to feel good - you just have to do your very best. Tummy Trouble - Clifford and his dog friends convince themselves that it's okay to eat lots of treats as long as they've done "special" things to deserve them. All three learn that too much of a good thing can be bad.

9:30 AM **DRAGON TALES** (321) ***Sad Little Star/Try It You'll Like It***

Sad Little Star - Celeste, a dreamy little star, appears in Dragon Land during the day. She loves being a star but misses out on seeing the daytime sights. Her dream is to see a real rainbow! The gang takes off on a quest for a rainbow. When at first they can't find one, they beg Polly Nimbus, the weather dragon, to make it rain, but even though she can make rain, she can't promise a rainbow. Celeste is sad to think she will have to go back without having her wish come true. Finally, Cassie realizes that her prism-shaped crystal can make a rainbow when the light shines through it. They get the idea to go to Crystal Cave to find a really big prism to make a rainbow across the sky. Celeste is overjoyed as the sky fills with a bright arching rainbow and she returns to the night sky with a twinkle in her eye. Try It You'll Like It - There are new rides at the Dragon Land amusement park! The gang sprints over, ready for yummy foods, roller coasters and a grand time. Everyone's ready, that is, but Zak, who's a little leery of eating snacks and riding rides that are unfamiliar. Wheezie, of course, is chomping at the bit, eager to take it all in. His friends remind Zak that there are things he likes now that were new once upon a time. Zak takes a chance and tastes Ord's cheesy log. He doesn't like it very much. He tries a frozen banana, which he likes even less, and then a corn-cob-on-a-stick, which he loves! After thinking about it, he decides to give the new rides a shot, too. They start on a few of the tamer ones, and eventually Zak works his way up to... The Skipper! It's a blast, and everyone is overjoyed, especially Zak, who winds up liking The Skipper more than anyone.

10:00 AM **IT'S A BIG BIG WORLD** (119) ***What A Wonderful Leaf/Roots Rock***

What a Wonderful Leaf: Madge is throwing a "Leaf Picnic Party" for the residents of the World Tree. Everyone's putting together something special made from leaves to bring to it. Winslow's having a hard time thinking of what to make until he decides to put together a special leaf costume for the party representing just how wonderful leaves are! Educational Notes: Leaves - Leaves have many functions, are diverse in shape, and play an important role in nature.Roots Rock: After Wartz learns from the other young animals how they are all keepers of the World Tree, he decides that he wants to be a keeper of the tree too, but no one needs his

help with their jobs. After talking to Snook, he learns that by eating bugs he already helps the tree stay healthy so he is a keeper of the tree too! Educational Notes: Trees - There are ways that different animals help trees stay healthy and strong.

10:30 AM **JAKERS!** (127) ***Ferny Wears The Star***

Ferny gets the chance to be the leader in a game of cowboys, and Piggley is put in the unusual position of being a follower. But Ferny doesn't play cowboys Piggley's way, and Piggley soon loses interest and goes home. Mr. Winks convinces Piggley to try Ferny's way and Piggley ends up having fun- and gaining new respect for his friend. Jakers! Live and Learn: Cobi Jones presents some kids who are invited to play a game called "hurly," but aren't told the rules. The result is chaos! The kids learn that a game is much more fun to play when you know the rules.

11:00 AM **CAILLOU** (428) ***Changing Plans***

Caillou learns to cope with change. It's raining outside but there is no stopping Caillou! He sees a robin catch a worm and is thrilled when he finds a worm of his own. When Leo calls to invite Caillou over to play, Caillou isn't sure at first if he wants to go since he's having such a great time by himself. Later, Caillou, Rosie and Mom are having fun at the park when the ice-cream man comes around. Caillou wants an ice-cream but the ice-cream man leaves before he can get there. On a suggestion from Dad, Caillou becomes the "ice-cream man." Also, Caillou just loves his Superbear storybook. When Caillou wants to hear it again and again, Dad explains that he has other things to do. Caillou decides to make up a story on his own and plays it out with Rosie. Then, Caillou is playing a board game with Mom and he gets a little upset when he discovers that she is going to win. He tries to change the rules but Mom stands her ground. These are the rules and you can't always win. Caillou is excited when Miss Martin takes him and his friends to the park for some special activities. All the rules are not easy to grasp, and the kids have a few comical mishaps in the process. Caillou discovers that you don't always have to win to be proud of yourself.

11:30 AM **BOB THE BUILDER** (405) ***Valley Newcomers!***

While Bob builds a Sheep Shearing Station for Farmer Pickles, Sumsy spots a strange creature and accidentally spreads a terrible rumor of a beast in Sunflower Valley! Will Farmer Pickles and his cousin Baz, along with Sumsy be able to track down the beast? Scrambler and the can-do crew are very excited that Bob is building something special for the Valley children - their very own school! Scrambler is tasked with keeping the children occupied while the others work on the schoolhouse. He accidentally ruins Bob's plans by making games out of the materials! Will they be able to get the materials back to the work site and finish the school?

2:30 PM **READING RAINBOW** (1501) ***Visiting Day***

A young girl and her grandmother make the long bus trip every month to visit the girl's father in prison.

3:00 PM **BETWEEN THE LIONS** (308) ***Help!***

The search for a lost book helps Theo and Cleo teach the cubs about responsibility. Guest Stars: India.Arie, Bruno Kirby, and Dr. Ruth Westheimer. Designated Reader: Larry King. Key word: help. Target vowel: short e

3:30 PM **CURIOUS GEORGE** (108) ***Curious George and the Invisible Sound/Curious Geo***

animal sounds in the country, George discovers some amazing things about the dynamics of sound: the closer he gets, the louder the sound; the further away he is, the quieter the sound. Then he discovers one he's never heard before. He follows the direction of the sound throughout the house until he finds... a cricket?! How can something so small make such a big noise?Curious George, A Peeling Monkey - George really can't wait to see what's inside Professor Wiseman's birthday present. Because he's a good little monkey, he leaves the present in one piece, but he distracts himself by "unwrapping" everything else around him. George learns that lots of things have covers, and for many different reasons. Even the bathroom walls are covered with wallpaper! But not for long...

4:00 PM **DRAGON TALES** (324) ***Rise and Bloom/Dragon Scouts***

Rise and Bloom - Max really wants to see the Bursting Blossoms bloom in Dragon Land - a spectacular, once-a-year event. This special event only happens at sunrise, and Max just can't seem to shake off his sleepiness and get himself going. Luckily, Max's friends have some strategies to help him feel more awake. When they finally arrive (fully awake) on Blossom Ridge, just in time for the sunrise, they aresurprised to find that the Bursting Blossoms need some help waking up. Max springs to action using his recently learned techniques to help the flowers shake off their sleepiness, and everyone celebrates as the amazing blossoms burst with color and shower sparkly pollen all around them. Dragon Scouts - Emmy is excited to go to Cassie's Dragon Scouts meeting. But when Cassie has to leave unexpectedly, Emmy's not sure how to make friends with the other Scouts, who are helping an old dragon woman take care of her garden and twinkle berry trees. Emmy tries being friendly and does her work close by. The Scouts talk to her, but they don't invite her to join them. Emmy tries a special berry-picking trick to attract attention, and the Scouts are impressed until the trick backfires, covering everyone with twinkleberries. Emmy is embarrassed, but is encouraged when one scout finds the incident funny. The next task is bringing water buckets to water thirsty flowers, but the buckets are so heavy that the

Scouts can't carry them. Emmy suggests teamwork - one Scout holds the bucket and one Scout fills it until it's just the right weight. When Cassie returns, Emmy is happily working side by side with the Scouts, who invite her to visit them again soon.

4:30 PM **ARTHUR** (905) ***Lights, Camera.... Opera!/All Worked Up***

Lights, Camera ...Opera! - When Muffy's Dad gives her concert tickets, she couldn't be more excited, until she discovers that she's going to ... gasp! ... the opera. How will she even understand what's going on let alone stay awake? Opera singer Rodney Gilfrey guest stars to show Muffy why Bizet's "Carmen" can be a whole lot more fun than ` Tween Dream! All Worked Up - Arthur aced five quizzes in a row! But his luck runs out when Mom takes a new job. Did his streak end because Mom's schedule is disrupting his perfect routine?! At first Arthur and D.W. get all worked up over this change at home, but they learn that they'll always be priority number one.

5:00 PM **CYBERCHASE** (403) ***Penguin Tears***

Hacker's secret quest continues, with the nefarious `borg on the hunt for the next piece of his mysterious machine. His search for the legendary Prism of Penguia takes him to snowy Cyberia. While trying to stop Hacker, Digit and the kids are trapped in an icy cave and must master the principles of bouncing in order to break out. Can they escape in time or will Hacker's plan succeed?

Thursday, November 16

6:30 AM **BARNEY & FRIENDS** (815) ***Squares, Squares, Everywhere***

Nick's homework is to find as many squares as he can. It's great fun when Barney and the kids help!

7:00 AM **SESAME STREET** (4130)

There's a lot of excitement on Sesame Street because Gina is adopting a baby! After a lot of planning, today is the day that Gina is flying to Guatemala to pick up her baby, Marco, and bring him home. Maria is going with Gina to help speak Spanish. Gina has been waiting for this moment and has made sure that everything is taken care of while she is away. There is a veterinarian covering for her in case any animals need help and Luis and Gordon are setting up the baby's crib, Big Bird, Elmo, Baby Bear and Rosita have noticed all of the excitement, but they don't know what it means to adopt a baby. Gina explains that there is a baby that needs love and caring for and she wants to be the person to provide those things. They all can't wait to meet the new baby and help in any way they can. The next time they see Gina, she will be a mommy and she will have a new family!

8:00 AM **CYBERCHASE** (403) ***Penguin Tears***

Hacker's secret quest continues, with the nefarious `borg on the hunt for the next piece of his mysterious machine. His search for the legendary Prism of Penguia takes him to snowy Cyberia. While trying to stop Hacker, Digit and the kids are trapped in an icy cave and must master the principles of bouncing in order to break out. Can they escape in time or will Hacker's plan succeed?

8:30 AM **CURIOUS GEORGE** (106) ***Curious George Takes A Job/Curious George Takes An***

Curious George Takes a Job - Following his nose, George sniffs his way to Chef Pisghetti's Ristorante where he finds Gnocchi the cat being tormented by her enormous ribbon. While the Chef is cooking up a meal to tempt a restaurant critic, George and Gnocchi experiment with kitchen magic. They learn that when cooking, not everything becomes floppy like spaghetti and some things don't really belong in the pasta pot.Curious George Takes Another Job - After George's success helping Chef Pisghetti impress the restaurant critic, the Chef suggests that George help his friend Mr. Glass wash the windows of his skyscraper-The Glass Palace. A perfect job for a little monkey! But maybe not a curious monkey because George can't help but be distracted by some amazing shadows he sees inside the windows.

9:00 AM **CLIFFORD THE BIG RED DOG** (106) ***Cleo Comes to Town/False Friends***

Cleo Comes To Town - In flashback, we see how Cleo shook everybody up when she first moved to Birdwell Island. T-Bone learns to accept her as a new friend, and also how to share an old friend (Clifford) with a new one. False Friends - When Cleo gets a new doggie playground and suddenly Mac is her new best friend, she starts ignoring Clifford and T-Bone! But Cleo soon learns that good friends stick by you through thick and thin.

9:30 AM **DRAGON TALES** (322) ***The Big Race/Bye, Bye Baby Birdie***

The Big Race - It is the day of the Big Dragon Land Road Race. Teammates Lorca and Enrique get off to a great start on Lorca's modified wheelchair, but soon find themselves at a standstill when they can't work together. After getting advice from Quetzal, they realize that being a team means working together. They begin to pass their friends who are also having trouble cooperating and offer helpful teamwork suggestions for them. Enrique teaches a Spanish rhyme to Cassie and Emmy to help them pedal together, which comes in handy again when the entire gang ends up in a pile- up that entangles their go-carts. Stuck together, they head comically toward the finish line in a long train reciting the rhyme to keep in sync. Even though the team doesn't win the race, they learn a valuable lesson about cooperation and teamwork! Bye, Bye Baby Birdie - While playing in a meadow, the gang discovers afamily of rhyming birds, and Emmy and a baby bird take a shine to each other. Emmy names the bird Cutie Pie and they have so much fun together that she doesn't notice when the bird's family flies away. Although she's very attached to Cutie Pie, Emmy, with help from Quetzal and all her friends, understands that the baby bird needs to go home. After all, how would Emmy feel if she couldn't be with her family? The gang promises to help her say goodbye to her new pal. They all set out together and find Cutie Pie's family at their home in Very Merry Valley. Zak reminds Emmy that she knows where Cutie Pie lives now, so she can visit anytime she wants! Emmy gives Cutie Pie a keepsake - a ribbon from her hair. As Cutie Pie waves goodbye, one of her feathers flies into the air, she catches it in her beak and presents it to Emmy. Feeling much better, Emmy says goodbye to her new friend-until next time!

10:00 AM **IT'S A BIG BIG WORLD** (120) ***Making Tracks/Map It Out***

Making Tracks: Bob finds a big footprint on the rainforest floor and is afraid that it has been left behind by a new, giant animal. He tries to follow the footprints, but it seems as though they are following him. When he can't match the print with any of the ones on Madge's chart, and discovers with Oko's help what is causing the mysterious footprints... a leaf stuck to the bottom of his own feet. Educational Notes: Tracks - Animals leave behind footprints or markings as they move. These tracks can tell you about an animal's habits, identity, and the activity it was doing. Map it Out: Smooch and Winslow can't agree on the shortest route to Snook's house, so Snook suggests that they draw a map of the World Tree. They enlist Burdette's help to measure the distances between different points and add those measurements to their map. When they are finished, they calculate the length of each

route and find that they are both right - the distances are equal. Educational Notes: Maps - Maps are representations of the real world and can help us find places, determine the distance between places, or select the best route to our destination.

10:30 AM **JAKERS!** (128) ***Molly Had A Little Lamb***

Molly is about to start school and feels very grown up. To prove it, she persuades her parents to let her take care of an adorable lamb. But when Molly can't say "no" to the little darling, he becomes a troublemaker causing chaos on the farm, in the house, and even at school. Molly soon realizes that even little lambs need rules! Jakers! Live and Learn: Cobi Jones presents some kids who are invited to play a game called "hurly," but aren't told the rules. The result is chaos! The kids learn that a game is much more fun to play when you know the rules.

11:00 AM **CAILLOU** (429) ***Sounds and Music!***

When Caillou visits Clementine, he is impressed to see Billy practicing on a Tuba. Soon, Billy's marching band mates arrive to practice. Clementine and Caillou wish they could join in too. They make their own pretend horns with cardboard tubes. Also, on a winter evening, a strange sound grabs Caillou's attention. He follows the sound to find out its source. Caillou continues his search and discovers Gilbert in his room, having a great time playing with a baby toy. Later, Caillou goes up to the attic with Mom and finds a box containing a teddy bear and a music box. Caillou and Rosie find a way to share these treasures. Caillou gets a special invitation to go to Andre's gym class. A little intimidated at first, Caillou tries his best and ends up having great fun. Caillou finds the leap-frog exercise difficult but he keeps trying and finally succeeds. Caillou learns to deal with a change in plans, when Daddy has to use the car and Mommy and Caillou have to take the subway. Caillou has fun checking out the map, getting tickets and listening to the musicians! In fact he has so much fun, he and Mom decide to take the subway home!

11:30 AM **BOB THE BUILDER** (406) ***New Views and New Homes***

Roley really wants to see Sunflower Valley from the top of Bob's new observation tower, but he is too big to climb to the top. He tries desperately to get his bird's-eye-view, but accidentally breaks Bob's telescope in the process. Can Bob and Wendy figure out a way to let Roley experience the view? Wendy is planning to move to a renovated houseboat. Meanwhile Ela, the music teacher at the Sunflower Valley School is looking for a place to live. When Wendy gets second thoughts about moving away from the machine team, she realizes that the houseboat is the perfect home for Ela!

2:30 PM **MR. ROGERS NEIGHBORHOOD** (1539) ***Mister Rogers Talks About Food This Week***

Mister Rogers sees how people make vegetable soup. In the Neighborhood of Make-Believe, the all-out effort to help neighboring Southwood is working. Since planting one can resulted in a vegetable soup tree, Daniel S. Tiger decides to continue planting cans.

3:00 PM **BETWEEN THE LIONS** (604) ***I'll Fix Anthony/Jamaica Louise James***

A big brother and a jack-in-the-box could both use some fixing, and a budding artist draws up a plan for fixing up a dreary subway station. Educational Goals: Highlights the joys of reading and introduces key literacy skills. Focuses on the sounds x and aw.

3:30 PM **CURIOUS GEORGE** (105) ***Curious George On Time/Curious George's Bunny Hu***

Curious George On Time - After accidentally breaking Professor Wiseman's cuckoo clock, George decides to explore the inside of the BIG library clock to see how it works. When the big clock stops working too, Mr. Reloj, the local clockmaker, comes to the rescue. With Mr. Reloj's help, George discovers how to use various tools to make the clocks tick again.Curious George's Bunny Hunt - In the country, George falls in love with neighbor Bill's new pet bunnies. They are so irresistible that when Bill leaves to do his paper route, George just has to pet one. But as soon as he opens the bunny hutch, they all escape. By following their footprints and careful counting, George restores order and returns the missing bunnies to their home.

4:00 PM **DRAGON TALES** (321) ***Sad Little Star/Try It You'll Like It***

Sad Little Star - Celeste, a dreamy little star, appears in Dragon Land during the day. She loves being a star but misses out on seeing the daytime sights. Her dream is to see a real rainbow! The gang takes off on a quest for a rainbow. When at first they can't find one, they beg Polly Nimbus, the weather dragon, to make it rain, but even though she can make rain, she can't promise a rainbow. Celeste is sad to think she will have to go back without having her wish come true. Finally, Cassie realizes that her prism-shaped crystal can make a rainbow when the light shines through it. They get the idea to go to Crystal Cave to find a really big prism to make a rainbow across the sky. Celeste is overjoyed as the sky fills with a bright arching rainbow and she returns to the night sky with a twinkle in her eye. Try It You'll Like It - There are new rides at the Dragon Land amusement park! The gang sprints over, ready for yummy foods, roller coasters and a grand time. Everyone's ready, that is, but Zak, who's a little leery of eating snacks and riding rides that are unfamiliar. Wheezie, of course, is chomping at the bit, eager to take it all in. His friends remind Zak that there are things he likes now that were new once upon a time. Zak takes a chance and tastes Ord's cheesy log. He doesn't like it very much. He tries a frozen banana, which he likes even less, and then a corn-cob-on-a-stick, which he loves! After thinking about it, he decides to give the new rides a shot, too. They start on a few of the tamer ones, and eventually Zak works his way up to... The Skipper! It's a blast, and everyone is overjoyed, especially Zak, who winds up liking The Skipper more than anyone.

4:30 PM **ARTHUR** (906) ***Arthur Makes Waves/It Came from Beyond***

Arthur Makes Waves - With the community pool closed for repairs and the temperature on the rise, Arthur and D.W. need a place to keep cool. After accepting an invitation to James's pool, they discover that his older sister is Molly, leader of the Tough Customers! Can Arthur and Molly get along-and if they can, will their friends let them? It Came From Beyond - Grandma Thora takes in a stray, an adorable little dog named. Killer? It soon becomes clear that the name fits, as Killer bullies every person and animal in sight. Can Killer let her guard down long enough to make a few friends, or will she have to give up her new home?

5:00 PM **CYBERCHASE** (404) ***Past Perfect Prediction***

Convinced that the last piece he needs to activate his powerful new machine is hidden in Slider's garage, Hacker threatens to evict the teen unless he pays up on an old debt. Enter the kids and Digit. As a way to raise the money, they convince Slider to open the garage for business - just like his dad did. They do, but quickly discover that there's more to it than meets the eye. Can they unlock the past to find the key to saving Slider's future?

Friday, November 17

6:30 AM **BARNEY & FRIENDS** (1009) ***Pets and Vets***

Pets: BJ learns that having a pet is a much bigger responsibility than he ever expected when he offers to take care of a friend's dog! When he accidentally loses the dog, everyone has to work together to find it!Vets: When Baby Bop's favorite teddy bear is torn, she wants to take him to the veterinarian for help. Barney and Riff pretend to be veterinarians. They show Baby Bop that there's nothing to be afraid of, because doctors and veterinarians are our friends too!

7:00 AM **SESAME STREET** (4131)

Gina is coming home to Sesame Street today with her newly adopted baby Marco and everyone can't wait for them to arrive! They have all been busy gathering blankets and diapers, making mobiles, and putting together the crib. Everyone was actually so busy that they didn't even realize that Gina and Marco had finally arrived. They all want to continue helping, but what Gina and the baby really need is some rest. This doesn't stop Elmo and Big Bird from wanting to teach the baby the alphabet or stop Telly from giving the baby a triangle lovers test. Finally, all of the helpers leave and Gina has some time alone with her baby. She is extremely happy to be a mommy now and to take care of her new family. Everyone returns and Gina realizes that she is going to need all the help that she can get. She is very grateful that everyone cares so much!

8:00 AM **CYBERCHASE** (404) ***Past Perfect Prediction***

Convinced that the last piece he needs to activate his powerful new machine is hidden in Slider's garage, Hacker threatens to evict the teen unless he pays up on an old debt. Enter the kids and Digit. As a way to raise the money, they convince Slider to open the garage for business - just like his dad did. They do, but quickly discover that there's more to it than meets the eye. Can they unlock the past to find the key to saving Slider's future?

8:30 AM **CURIOUS GEORGE** (107) ***Curious George, Door Monkey/Curious George Goes Up***

Curious George, Door Monkey: As lobby dog, it's Hundley's job to keep everything in order. But when George finds some intriguingly shaped packages, the lobby is soon filled with tennis, bowling, and golf balls and a ton of empty boxes! George and Hundley scramble to put the balls back in the right size boxes before the ball-collector tenant comes to retrieve his packages!Curious George Goes Up the River - George is supposed to be feeding the ducks while The Man with the Yellow Hat helps Mrs. Renkins look for her lost baby chicks. But somehow, "feeding the ducks" turns into a trip down the river for George and Jumpy. At first, it's fun, but soon George and Jumpy realize they're getting pretty far from home. With the help of some familiar landmarks, they make their way back safely-and the baby chicks find them!

9:00 AM **CLIFFORD THE BIG RED DOG** (107) ***Clifford & The Beanstalk/Itchy Patch***

Clifford and the Beanstalk - Emily works hard to prepare for her audition for the lead in the school play, but loses the role to Jetta, who worries more about what she'll wear than about learning her lines. Emily steps in and plays the lead role at the last minute, and Jetta learns that it's hard work and preparation are what make you successful.Itchy Patch - Clifford is itching like crazy but tries hard to stop when he hears Emily say that she'll take him to the vet if he keeps it up. With the help of Cleo and T-Bone, Clifford tries every trick to conceal his discomfort to avoid a trip to the doctor! But Clifford soon learns the value of trust in an unknown situation.

9:30 AM **DRAGON TALES** (323) ***Sky Soccer/Room for a Change***

Sky Soccer - Today is the day for the Sky Soccer team tryouts in Dragon Land! Ord really wants to be on the team, but he's never played before. As Ord attempts the drills, he repeatedly misses the ball and uses the wrong parts of his body to touch the ball. Ord decides that sky soccer is just too hard. His friends convince him not to give up by sharing advice on taking things slowly, remembering which parts of his body to use, and saying the phrase, "If at first you don't succeed, try, try again!" When Ord returns for the second half of the tryouts, he shows tremendous improvement. Even though he does not make the team, the coach congratulates Ord on his progress and encourages him to keep practicing for next time. Room For A Change - Cassie's big family is getting even bigger - and she has to move to a new room so the babies can be closer to Mom and Dad. Even though she hasn't even seen it yet, Cassie worries that she won't like her new room. When she goes with her friends to check it out, Cassie admits that it's nice, but she's still sad having to leave the room she loves. Max and Emmy comfort her. After her friends help her move all her favorite things, she feels much better. Best of all, she discovers a secret closet, just the spot to read stories to her many brothers and sisters. Now it's the best room ever!

10:00 AM **IT'S A BIG BIG WORLD** (118) ***The Itch/Everything's Going to Be Just Fine***

The Itch: Bob has an itch that he thinks is caused by a poisonous plant and he is on a mission to tell his friends not to touch or eat any plants until they know they are safe he finally talks to Madge, who tells him that none of the plants that they were going to touch are poisonous, but he was right to check with her, because some are! Educational Note: Poisonous plants - There are some types of plants that can be dangerous to touch or eat, but there are ways of finding out about nature so we can keep ourselves safe.Everything's Going to be Just Fine: Wartz promised Madge that he would bring in all of the mushrooms from her garden, but

gets worried that he won't be able to finish the job. He visits Snook in a panic that Madge is going to be angry with him. Snook reminds him that worrying doesn't solve anything and helps him relax. After a few deep breaths, Wartz thinks through his problem and comes up with a solution! Educational Note: Problem Solving - Sometimes worrying can get in the way of solving our problems. There are things we can do to calm ourselves down when we feel worried and sometimes we can figure out how to fix the thing we are worried about.

10:30 AM **JAKERS!** (129) ***Trial and Error***

When Dannan's school bag is chewed to pieces, Finnegan the donkey is the likely suspect. The kids hold a "trial" in the barn, where witnesses tell different versions of the crime. When it is revealed that Finnegan was not to blame, everyone learns an important lesson about the dangers of making accusations without knowing all the facts. Jakers! Live and Learn: Cobi Jones shows us a local elementary school where the students recreate their own version of the trial scene from "Trial and Error."

11:00 AM **CAILLOU** (430) ***I'm Learning***

Jonas, a friend of Dad's and a real cowboy, has invited the family to visit his ranch. Caillou learns a lot about horses, and he even gets to brush a pony named Lucky. When Dad's burning toast triggers the fire alarm, he decides it is the perfect opportunity to practice a fire drill. Caillou gets the family together to go over a basic evacuation plan, and happily spends the afternoon pretending to be a firefighter. Later, Caillou accompanies Mom to the grocery store and brings along some money from his piggybank. Caillou finds a way to spend his money: he gets his face painted by a lady at the store. Caillou and his Mommy are preparing a picnic lunch. Caillou would like to leave right away, but it's not lunchtime yet and Mom and Dad have other things to finish before they leave. To help Caillou wait, Dad gives him a small alarm clock and a special assignment: to let everybody know when it's noon. When Mr. Hinkle has a tree cut down, Caillou is afraid his swing tree is next! Dad decides to plant a new tree so it's a trip to the Nursery. Caillou learns about the differences between trees with needles and leaves.

11:30 AM **BOB THE BUILDER** (407) ***Spud Causes Trouble***

Bob is busy erecting tents for Mr. Bentley's five newcomers to Sunflower Valley. When Mr. Bentley goes to pick up the guests, he leaves his phone with Spud who promptly declares himself, Bentley's Assistant. A bad telephone connection along with Spud's over-eager attitude leads to a misunderstanding that results in Spud managing the sleeping accommodations for forty-five guests. Will there be enough beds for the new guests or has Spud caused unnecessary panic again? The team is hard at work converting Mr. Sabatini's windmill into a cafe but Roley's job is proving to be more difficult than it looks. Disaster strikes when Roley tries to move around some troublesome molehills and accidentally flattens all the tables and chairs for the new cafe! Will Mr. Sabatini's cafe be able to open in time or has the Can-Do Crew found a problem they just can't fix?

3:00 PM **BETWEEN THE LIONS** (222) ***Tweet! Tweet!***

Walter and Clay Pigeon meet face-to-face with Tyrannosaurus rex! Featured text: poetry, nonfiction. Key word: tweet. Target vowel: double e - ee.

3:30 PM **CURIOUS GEORGE** (106) ***Curious George Takes A Job/Curious George Takes An***

Curious George Takes a Job - Following his nose, George sniffs his way to Chef Pisghetti's Ristorante where he finds Gnocchi the cat being tormented by her enormous ribbon. While the Chef is cooking up a meal to tempt a restaurant critic, George and Gnocchi experiment with kitchen magic. They learn that when cooking, not everything becomes floppy like spaghetti and some things don't really belong in the pasta pot.Curious George Takes Another Job - After George's success helping Chef Pisghetti impress the restaurant critic, the Chef suggests that George help his friend Mr. Glass wash the windows of his skyscraper-The Glass Palace. A perfect job for a little monkey! But maybe not a curious monkey because George can't help but be distracted by some amazing shadows he sees inside the windows.

4:00 PM **KIDS' PICKS** ()

4:30 PM **KIDS' PICKS** ()

5:00 PM **CYBERCHASE** (405) ***Measure for Measure***

Hacker's mysterious machine is finally revealed - "The Transformatron"can change anyone into anything! He learns the kids have the Network Interface Card - the final piece he needs. But the kids have also found a map that leads them to Coop, Slider's long lost father. They are shocked to discover Coop has been a victim of magnetite. Before they can measure out the antidote, Hacker grabs the "NIC" - and Slider! Will the CyberSquad be able to rescue Slider? Can they cure Coop? And how will they stop Hacker from taking over Cyberspace with his dastardly device?

Sunday, November 19

6:30 AM **MAKE WAY FOR NODDY** (311) ***Noddy's Special Treat/A Gray Day In Toyland***

Noddy's Special Treat - Noddy wins two tickets for a day trip to the seaside. Martha Monkey and Mr. Jumbo beset Noddy with selfish antics to persuade him to take them along. Big-Ears advises Noddy to make his own choice.A Gray Day in Toyland - After a day out of town, Tessie Bear is horrified when she returns and finds that a freak rain storm has washed away the colors from Toy Town. With Noddy's help, she sets out to put back the colors in the black and white town.

7:00 AM **BIG COMFY COUCH** (707) ***Rub A Dub Day***

When Loonette and Molly play "can you do what I do?" Loonette discovers that sometimes even practice won't make perfect -- but it sure does help.

7:30 AM **CLIFFORD'S PUPPY DAYS** (213) ***Lost and Found/Basketball Blunders***

Lost and Found: Daffodil's stuffed bunny, Bubbles, is missing and Daffodil blames Clifford. After totaling EE's bedroom, Bubbles turns up in the toy basket, and Daffodil must admit that she's been as careless as Clifford. Basketball Blunders: EE and her friends think they have to take it easy when they play the kids on Mr. Solomon's wheelchair basketball team. But by the end of the game, they realize they've misjudged their abilities.

8:00 AM **THOMAS AND FRIENDS** (312) ***Strength***

It is stormy season on the Island of Sodor and Thomas is to deliver some birthday mail to Alice at High Farm. On the way he meets Rosie a young tank engine. Rosie wants to be just like Thomas and tries to follow him to High Farm. This makes Thomas cross and he puffs away. When a storm appears Thomas puffs on, trying to get away from Rosie. Thomas takes a shorter but harder route to Hill Farm, but is soon stuck in a landslide. Rosie catches up with Thomas. Thomas is glad to see her and asks Rosie to deliver the special birthday mail to Alice. Rosie is happy to help and when she returns, Thomas is delighted to see Alice on board Rosie, who has come to say thank you. Its winter and James is bringing coal to the wharf so that Duncan can take it up to the villages in the hills. Duncan challenges James to a race - he'll deliver the coal faster than James can bring it to the wharf. James is too fast for little Duncan, so Duncan decides to hide his coal while James isn't looking. James works extra hard to keep up with Duncan, but eventually runs out of his own coal. Duncan feels terrible and admits what he has done. He goes to find James to load him up with coal again. James and Duncan are happy to be Really Useful once again.

8:30 AM **BOB THE BUILDER** (412) ***Packer Joins The Team***

There's a new machine in the Valley! Packer the Delivery Truck is so excited to be working with Bob and his team that he doesn't pay enough attention to getting his job done right. Will Packer be able to set things straight and become a valuable member of the team? Bob has created the perfect kit to build new houses quickly and easily. But when all the new people in the Valley want different designs, Bob doesn't know how to make them all happy. Can Bob design a house that's perfect for whoever wants to live in it?

9:00 AM **FRANNY'S FEET** (105) ***Birds of a Feather/Yummy In My Tummy***

Franny arrives on the edge of a pretty pond in India, where she meets a peacock and a flamingo. The two birds are not very neighborly and have regular arguments about who can use the pond. Franny helps them see that sharing the pond is much better than dividing it. In Franny's Treasures, Franny and Bobby ask viewers to help determine if a certain feather belongs to a parrot, a Canadian goose, or a peacock. Together, they all learn about the characteristics of these different birds.B) Franny whirls and twirls into a Mexican fiesta, where she meets a young boy named Carlos and his pet donkey. Carlos is upset because the donkey won't eat her corn. Franny finds a clever way for the donkey to enjoy the corn, and then they all play with a pinata. In Franny's Treasures, Franny asks the audience to help translate an invitation written in Spanish. As they uncover clues, they learn Spanish words such as concierto, amigo, and enchilada. Finally they discover they've been invited to a fiesta.

9:30 AM **POSTCARDS FOR BUSTER** (117) ***Best Friends (Winchester, Kentucky)***

Buster is absolutely positive that the latest Bionic Bunny comic book is his. But when Arthur insists it's his, the two best friends end up in a terrible argument. Luckily, during a stopover in Winchester, Buster meets two best friends, both named Katie, who remind Buster that friendship isn't just about the things you own, but how you care for each other and what you do together.

10:00 AM **ARTHUR** (903) ***Arthur Weighs in/the Law of the Jungle Gym***

Arthur Weighs In - When Arthur doesn't fit into his costume for the play, he's shocked to learn that he's gotten "husky-sized." Now he's serious about getting in shape. Will he turn to an all-protein diet? Eat only herbs and berries? Or will he try something really radical.. .exercise?! The Law of the Jungle Gym - Muffy found the perfect place to take pictures with her new digital camera - the jungle gym. Unfortunately, it's Tough Customer territory, and Molly wants to bully Muffy right out of her new studio. But Crosswires do not compromise! Or. do they?

10:30 AM **MAYA AND MIGUEL** (145) ***A Rose Is Still A Rose***

When Abuela Elena leaves town for a few days, she entrusts an eager Maya with the care and feeding of her prized roses. Unfortunately, while Maya's heart is in the right place, she is too eager to get Abuela's roses growing quickly. Miguel, meanwhile, wants to become a wrestler and begins taking lessons from Gus "El Guamazo" Lopez, former luchador. But instead of getting an exciting luchador costume and learning show-wrestling moves, Gus teaches Miguel the actual principles of wrestling (which often, to Miguel's horror, resemble baking in Gus' bakery). As Maya slowly destroys Abuela's roses, Miguel gets frustrated with the slow pace of his training and quits. But when Maya's overzealousness in the garden leads to a flood of over- watering, Miguel hops into action, using the moves taught to him by Gus Lopez to overcome the flood. In the end, both Maya and Miguel learn the value of patience and consistency - in gardening, wrestling and life.

11:00 AM **CYBERCHASE** (103) ***R-Fair City***

(topic: Probability and Chance) - Disguised as a gypsy, Hacker lures Digit to a fantastic cyber amusement park and holds him captive. When the kids arrive, they analyze the games of chance, figuring out which games are fair and which ones are not, and use what they learn to find Hacker and beat him at his own game before it's too late! The Big Idea: A game of chance is fair when nobody can tell who will win, but everyone has the same chance of being a winner.

Monday, November 20

6:30 AM **BARNEY & FRIENDS** (1010) ***Winter and Summer***

Winter: When Baby Bop is surprised by the first day of cold weather, it's Barney that helps her see winter can be a wonderful time for fun. Baby Bop is getting discouraged, wondering if it will ever snow! Then, when she least expects it...the snow begins to fall!Summer: On a hot summer day, Barney teaches BJ about all the fun activities you can do during the summer. BJ gets so excited that he corrals Riff into joining him to do a whole summer's worth of activities, all in one day! With some help from Baby Bop and the children, Barney teaches BJ that summer means relaxation, too!

7:00 AM **SESAME STREET** (4065) ***The Sesame Street Square Game***

Elmo and Zoe play the "Sesame Street Square Game" and the announcer, Mr. Square, leads the game. Mr. Square points out exactly what a square looks like and then Zoe and Elmo are off to find ten squares before a mouse climbs up the grandfather clock and rings the bell. Elmo and Zoe search all over Sesame Street finding squares wherever they can. As they find squares, the Announcer counts how many they have and how many they still need to find. They find a sign shaped like a square, a block with sides shaped like squares, and more . . . all before the bell rings. Julianne Moore - In "Far From Seven".

8:00 AM **CYBERCHASE** (405) ***Measure for Measure***

Hacker's mysterious machine is finally revealed - "The Transformatron"can change anyone into anything! He learns the kids have the Network Interface Card - the final piece he needs. But the kids have also found a map that leads them to Coop, Slider's long lost father. They are shocked to discover Coop has been a victim of magnetite. Before they can measure out the antidote, Hacker grabs the "NIC" - and Slider! Will the CyberSquad be able to rescue Slider? Can they cure Coop? And how will they stop Hacker from taking over Cyberspace with his dastardly device?

8:30 AM **CURIOUS GEORGE** (108) ***Curious George and the Invisible Sound/Curious Geo***

Curious George and the Invisible Sound - While trying to record different animal sounds in the country, George discovers some amazing things about the dynamics of sound: the closer he gets, the louder the sound; the further away he is, the quieter the sound. Then he discovers one he's never heard before. He follows the direction of the sound throughout the house until he finds... a cricket?! How can something so small make such a big noise?Curious George, A Peeling Monkey - George really can't wait to see what's inside Professor Wiseman's birthday present. Because he's a good little monkey, he leaves the present in one piece, but he distracts himself by "unwrapping" everything else around him. George learns that lots of things have covers, and for many different reasons. Even the bathroom walls are covered with wallpaper! But not for long...

9:00 AM **CLIFFORD THE BIG RED DOG** (108) ***A New Friend/Stormy Weather***

A New Friend - There's a new dog in town - and he only has three legs. Clifford, Cleo and T-Bone really like KC, but they're having a hard time acting normal around him. One minute Clifford overcompensates for KC and the next, Cleo frets that his "difference" might be contagious! Ultimately, they happily learn to accept KC. Stormy Weather - Clifford's talent for digging seems to be disrupting everyone in town. But when a big storm comes in, his deficit becomes an asset. So Clifford learns to look for the appropriate time and place for his talents to be expressed.

9:30 AM **DRAGON TALES** (324) ***Rise and Bloom/Dragon Scouts***

Rise and Bloom - Max really wants to see the Bursting Blossoms bloom in Dragon Land - a spectacular, once-a-year event. This special event only happens at sunrise, and Max just can't seem to shake off his sleepiness and get himself going. Luckily, Max's friends have some strategies to help him feel more awake. When they finally arrive (fully awake) on Blossom Ridge, just in time for the sunrise, they aresurprised to find that the Bursting Blossoms need some help waking up. Max springs to action using his recently learned techniques to help the flowers shake off their sleepiness, and everyone celebrates as the amazing blossoms burst with color and shower sparkly pollen all around them. Dragon Scouts - Emmy is excited to go to Cassie's Dragon Scouts meeting. But when Cassie has to leave unexpectedly, Emmy's not sure how to make friends with the other Scouts, who are helping an old dragon woman take care of her garden and twinkle berry trees. Emmy tries being friendly and does her work close by. The Scouts talk to her, but they don't invite her to join them. Emmy tries a special berry-picking trick to attract attention, and the Scouts are impressed until the trick backfires, covering everyone with twinkleberries. Emmy is embarrassed, but is encouraged when one scout finds the incident funny. The next task is bringing water buckets to water thirsty flowers, but the buckets are so heavy that the Scouts can't carry them. Emmy suggests teamwork - one Scout holds the bucket and one Scout fills it until it's just the right weight. When Cassie returns, Emmy is happily working side by side with the Scouts, who invite her to visit them again soon.

10:00 AM **IT'S A BIG BIG WORLD** (121) ***Hide and Seek/Take Care of Yourself***

Hide and Seek: During a game of hide and seek, Bob learns that he will be much harder for Snook to spot if he hides in a place where his colors blend in with his surroundings. Soon, everyone in the world tree is learning about different ways that animals use natural camouflage to protect themselves and hiding in unexpected places, using their natural camouflage to their advantage. EDUCATIONAL NOTES: Natural Camouflage - There are many ways in which animals use their appearance to blend in with their

surroundings.Take Care of Yourself: As Madge is finishing her daily exercises, Burdette stops by for a visit. They talk about how important it is to take good care of yourself and all of the ways to do that: eating the proper foods, getting enough rest, and exercising everyday. EDUCATIONAL NOTES: Health - It is important to take a care of our bodies and there are concrete things we can do to help ourselves stay healthy.

10:30 AM **JAKERS!** (130) ***Rain, Rain, Go Away***

When Mr. and Mrs. Winks have to go out in the rain to repair a fence, Piggley must keep Molly inside and entertained. He quickly realizes that what is fun for him isn't necessarily fun for Molly. Piggley uses his ingenuity to come up with some great games they both can play and enjoy-and discovers how much fun it is to be a truly helpful older brother! Jakers! Live and Learn: Cobi Jones shows us a local elementary school's "Buddies Program," where first and fifth graders are paired up and discover that friendships can span all ages.

11:00 AM **CAILLOU** (431) ***People I Love***

It's Valentine's day and Caillou is invited to a Valentine's party at his best friend Leo's house. When he gets to the party, he finds a mysterious Valentine card addressed to him! A little investigation back home leads him to his secret admirer: a little sister with a big heart. It is a rainy day and Caillou is disappointed because he will not be able to go play at the park with Grandma. Caillou's mood changes when he discovers an old photo of a younger Grandpa and Grandma dancing along with the first-prize ribbon they won at a dancing contest. With Grandma as his partner, Caillou follows her lead and learns to dance in the living room. When Dad's baseball team, the Tigers, is playing a game at the park, Caillou, Rosie and Mom, go to cheer him on. Although he's too little to go up and bat, Caillou becomes part of the team as the water boy and does a great job. Caillou has to learn that the guest comes first. When Leo comes over for a sleep-over, Caillou sees that Leo misses home a bit. Caillou decides to lend Leo his favorite dinosaur pajamas. The two friends find a perfect solution to make them both happy and have the best sleep-over ever! When Mom and Rosie go to the store, Caillou stays at home with his Daddy, and has a lot of fun imitating him and helping him with the chores.

11:30 AM **BOB THE BUILDER** (408) ***Water Stories***

Bob has designed a water recycling system to water the new orchard but it must be built carefully and in an ordered process. Spud can't wait for the apples to start growing and he rushes through the building process doing everything wrong. Will Farmer Pickles have any apples in his orchard this year or does Spud's haste mean no apples for Sunflower Valley? Bob is building a Seaweed Farm for Farmer Pickles' cousin, Annie. Scrambler is eager to help and volunteers to collect seaweed seedlings from the beach. He's so sure he'll collect what they need in record time that he challenges the machines who are building the farm to a race. He thinks he is winning until he returns to find all the seedlings he collected, are gone! Will Scrambler be able to find more seaweed or has he lost the race and more importantly, all the seeds to start Annie's farm?

2:30 PM **READING RAINBOW** (1204) ***Hotel Animal***

Levar dreams he is miniature size and everything around him is "so very big." When he Awakes, everything is back to normal. He learns that size can influence your perception. Things look bigger and a little scary when you're small. But as you grow, your perception changes. The suggested books are "Hotel Animal," "The Three Bears," "Mr. Tall and Mr. Small," and "Zoom.

3:00 PM **BETWEEN THE LIONS** (507) ***Sylvester and the Magic Pebble/I Miss You, Stinky***

It's hard to be away from your family, especially when you've been turned into a rock, or the cheetah taking you home doesn't want to leave the jungle. key words: picnic, mama featured consonant sounds: p, m

3:30 PM **CURIOUS GEORGE** (107) ***Curious George, Door Monkey/Curious George Goes Up***

Curious George, Door Monkey: As lobby dog, it's Hundley's job to keep everything in order. But when George finds some intriguingly shaped packages, the lobby is soon filled with tennis, bowling, and golf balls and a ton of empty boxes! George and Hundley scramble to put the balls back in the right size boxes before the ball-collector tenant comes to retrieve his packages!Curious George Goes Up the River - George is supposed to be feeding the ducks while The Man with the Yellow Hat helps Mrs. Renkins look for her lost baby chicks. But somehow, "feeding the ducks" turns into a trip down the river for George and Jumpy. At first, it's fun, but soon George and Jumpy realize they're getting pretty far from home. With the help of some familiar landmarks, they make their way back safely-and the baby chicks find them!

4:00 PM **DRAGON TALES** (323) ***Sky Soccer/Room for a Change***

Sky Soccer - Today is the day for the Sky Soccer team tryouts in Dragon Land! Ord really wants to be on the team, but he's never played before. As Ord attempts the drills, he repeatedly misses the ball and uses the wrong parts of his body to touch the ball. Ord decides that sky soccer is just too hard. His friends convince him not to give up by sharing advice on taking things slowly, remembering which parts of his body to use, and saying the phrase, "If at first you don't succeed, try, try again!" When Ord returns for the second half of the tryouts, he shows tremendous improvement. Even though he does not make the team, the coach congratulates Ord on his progress and encourages him to keep practicing for next time. Room For A Change - Cassie's big family is

getting even bigger - and she has to move to a new room so the babies can be closer to Mom and Dad. Even though she hasn't even seen it yet, Cassie worries that she won't like her new room. When she goes with her friends to check it out, Cassie admits that it's nice, but she's still sad having to leave the room she loves. Max and Emmy comfort her. After her friends help her move all her favorite things, she feels much better. Best of all, she discovers a secret closet, just the spot to read stories to her many brothers and sisters. Now it's WNET Digital 13

4:30 PM **ARTHUR** (908) ***The "A" Team/Emily Swallows A Horse***

The "A" Team - Francine and Brain are the best players on the soccer team and, well, sometimes they wish their teammates could take the game a bit more seriously. So when they make the Elwood City All-Stars Traveling Team, they're as happy as they could be. Ore are they? Is winning really everything - or is there something about playing with friends that can't be beat. Emily Swallows a Horse - Emily really wants the sparkly ball D.W. justfound, so she tells a little white lie about how Marie-Helene actually gave it to her. No harm done, right? But then Emily has to tell even bigger lies to cover her story! Will she be like that old woman in the fairy tale, who had to swallow the horse to eat her lie... er, fly?

5:00 PM **CYBERCHASE** (308) ***Be Reasonable***

46 Hacker returns to the Cybrary to wreak revenge on Ms. Fileshare and the kids. His crafty plan tricks the kids to try to rescue Ms. Fileshare, only to find themselves all trapped! If the CyberSquad doesn't escape in time, Hacker will steal the Cybrary's most valuable books - all about the most secret inner-workings of Motherboard!

Tuesday, November 21

6:30 AM **BARNEY & FRIENDS** (816) ***Let's Go for a Ride!***

Mario's toy car and BJ's remote-controlled car prompt a discussion of cars, and then buses for a fun-filled day of pretend play.

7:00 AM **SESAME STREET** (4122)

Prairie Dawn and the gang are putting on a "Healthy Food Pageant." Prairie plays the piano while everyone else dresses up like different foods and sings about the foods' health benefits. Zoe sings about potatoes and Rosita sings about tortillas. Telly is just about to go on as an asparagus, but he just isn't feeling the part. His problem is that he has never tasted an asparagus, so how can he sing about one. Telly tries it, loves it and goes on stage to tell everyone. Another problem arises right before Elmo is about to make his broccoli debut- he can't find his costume! Gabi helps Elmo think about and remember all the places that he might have left it. Finally, Elmo does remember and he makes it on stage. They perform a wonderful pageant and everyone has learned how to stay strong and healthy every day!

8:00 AM **CYBERCHASE** (308) ***Be Reasonable***

Hacker returns to the Cybrary to wreak revenge on Ms. Fileshare and the kids. His crafty plan tricks the kids to try to rescue Ms. Fileshare, only to find themselves all trapped! If the CyberSquad doesn't escape in time, Hacker will steal the Cybrary's most valuable books - all about the most secret inner-workings of Motherboard!

8:30 AM **CURIOUS GEORGE** (109) ***Curious George, Dog Counter/Squirrel for a Day***

Curious George, Dog Counter: It's Dog Show Day! George and Professor Wiseman spend the day with all kinds of different dogs: big, small, hairy... and hungry. With the help of his sandwich, George tempts the winning dogs to follow him home to show The Man with the Yellow Hat. Once there, George can't keep track of all the dogs, so he and a worried Hundley come up with creative ways to sort and count the dogs in the apartment. EDUCATIONAL OBJECTIVE: To sort and classify sets of objects (or animals) by size, number, and other properties. Squirrel For a Day: When Bill shows George how Jumpy Squirrel stores his food in the ground, George decides this is a pretty good idea and tries to store all the food in the country house in the ground too. The Man with the Yellow Hat rescues their supplies and tries to explain that they should only put things in the ground if they want them to grow. That sounds like another great plan. George tries to see what else might grow-will car keys grow into a car? Will a rubber band grow into an inner tube? EDUCATIONAL OBJECTIVE: To learn how plants grow from seeds.

9:00 AM **CLIFFORD THE BIG RED DOG** (109) ***Circus Stars/Limelight Fright***

Circus Stars - When Clifford's hero Gordo the elephant, star of the circus, comes down with a cold, Clifford volunteers to step in and help out. Starstruck Clifford learns that "stars" are just regular people and, like everyone else, they sometimes need a helping hand. ~~Limelight Fright - When Emily and Charley recruit the crew to help them with a show, scene- stealing Cleo is surprised to discover she has stage fright! But she learns that the support of friends can help work through a problem.

9:30 AM **DRAGON TALES** (325) ***Musical Scales/Something's Missing***

Musical Scales - Max taught Zak and Wheezie a song in Spanish and English that they have practiced very hard to perform for Princess Kidoodle. As Max, Emmy, and Enrique (who is conspicuously wearing a new hat) arrive, they meet Cassie and Ord, who are puzzled that Zak and Wheezie refuse to come out. The group travels down to the twins' cave where they find Zak and Wheezie hiding - mortified that they are shedding their beautiful scales! After several failed attempts to cover their bare spots, the twins decide to cancel the show. Everyone goes to tell the princess, but Enrique stays back with Zak and Wheezie. He pulls off his hat to reveal an embarrassingly bad haircut. He convinces the twins to sing if he sings with them. So the three friends perform, receiving cheers from everyone! Something's Missing - When Emmy goes off to camp for a week, Max goes to Dragon Land alone, afraid he won't have any fun without Emmy. To help Max enjoy himself more, Cassie suggests that they do some of the things Emmy is having fun doing at camp: swimming, taking nature hikes and sitting around a campfire. But Max still misses Emmy, and wishes she could see all the great things they're doing in Dragon land. Oh, but she can! Max comes up with a plan to take pictures of their nature hike, and send them to his sister. It makes Max feel much, much better, knowing that he can share his fun time with her. And he can't wait to get home to see if Emmy sent him a letter from camp telling about all the fun she is having, too!

10:00 AM **IT'S A BIG BIG WORLD** (122) ***World Tree Day/World Tree Cuisine***

World Tree Day: It is World Tree Day and Snook has made badges to give to all of the residents who do something nice for the tree. While everyone finds their own ways to care for the tree, Bob is worried because he can't think of anything to do. After a talk with Snook and Oko, Bob writes a song to celebrate the tree and earns a badge from Snook. EDUCATIONAL NOTES: Environment - It is important to care for the environment around us.World Tree Cuisine: It is time to celebrate the World Tree's birthday and Madge and Snook are planning a surprise party for the tree's residents. But when Burdette and Wartz overhear them say they are baking a cake, all of the animals start dropping hints to ensure that foods they eat are included in the cake. When everyone gathers for the celebration, they are excited to find individually flavored cupcakes! EDUCATIONAL NOTES: Animal diets - Different animals have different diets.

10:30 AM **JAKERS!** (131) ***A Touch of Spain***
A series of misunderstandings lead the villagers of Tara to believe that Don Toro and Ferny are moving back to Spain. In response, the townspeople decide to throw Don Toro a special birthday fiesta complete with Spanish music, dancing, food and even fireworks. Then they discover that Don Toro had only been planning a weekend trip to Dublin! Jakers! Live and Learn: Cobi Jones introduces us to several children from various backgrounds who share their cultural heritage with each other.

11:00 AM **CAILLOU** (432) ***The World Around Me!***
Caillou is excited when Miss Martin takes him and his friends to the park for some special activities. They have a beanbag race, but the rules are not easy to grasp, and the kids have a few comical mishaps in the process. Caillou discovers that you don't always have to win to be proud of yourself. Grandma has given Caillou a special spaceship plate. Caillou loves it so much that he carries it everywhere with him and he wants to eat every meal from it. After finding a photograph of a four-year-old Dad with a model train set, Caillou and Dad decide to look for it in Grandpa's basement. After a while, they finally find it and set it up to test it out. Grandma captures the moment in a photograph which Caillou decides to put in the photo album beside the old picture of Dad. When Caillou spots a dog house outside he gets the idea that Gilbert might like a house of his own. Caillou finds a cardboard box and some crayons and with Gilbert's help, he decides how to decorate the house. Grandma takes Caillou on a special visit to a sheep farm. There, Mary, a 10-year-old girl, takes Caillou on a tour, teaching him about sheep, sheering, and the spinning of wool.

11:30 AM **BOB THE BUILDER** (409) ***A New Job for Roley***
The crew is busy building Annie's house on the beach when Muck challenges Scoop to a sandcastle building contest. Scoop loves to build and excitedly creates an elaborate sand sculpture of himself, while Muck, only manages to dig a big hole. Spud, always ready to help a friend, convinces Muck to build something better out of drift wood and Muck loses track of time, forgetting about her responsibilities to collect tile for Annie's house. Will Annie be able to have her house completed or has Muck's pride gone too far this time? It's apple harvesting time on Farmer Pickles' orchard and everyone has a job - everyone that is, except Roley who is eager to help in any way he can. He has an idea to pick apples quickly by shaking the apples from the trees but accidentally flattens the stone wall instead. Is there something that Roley can do to show how sorry he is or is this one job where Roley is more trouble than help?

2:30 PM **MR ROGERS NEIGHBORHOOD** (1472) ***Mister Rogers Talks About Making An Opera***
Mister Rogers shows a photo album of the sweaters his mother has made as a way of showing her love. In the Neighborhood of Make-Believe, Lady Aberlin helps the school children learn about knitting and the Neighbors greet opera singer, John Reardon.

3:00 PM **BETWEEN THE LIONS** (202) ***Humph! Humph! Humph!***
Lionel's friend Gus gets humphy when Leona asks him to read to her. Featured text: folktale. Key word: hump. Target vowel: short u.

3:30 PM **CURIOUS GEORGE** (108) ***Curious George and the Invisible Sound/Curious Geo***
Curious George and the Invisible Sound - While trying to record different animal sounds in the country, George discovers some amazing things about the dynamics of sound: the closer he gets, the louder the sound; the further away he is, the quieter the sound. Then he discovers one he's never heard before. He follows the direction of the sound throughout the house until he finds... a cricket?! How can something so small make such a big noise?Curious George, A Peeling Monkey - George really can't wait to see what's inside Professor Wiseman's birthday present. Because he's a good little monkey, he leaves the present in one piece, but he distracts himself by "unwrapping" everything else around him. George learns that lots of things have covers, and for many different reasons. Even the bathroom walls are covered with wallpaper! But not for long...

4:00 PM **DRAGON TALES** (324) ***Rise and Bloom/Dragon Scouts***
Rise and Bloom - Max really wants to see the Bursting Blossoms bloom in Dragon Land - a spectacular, once-a-year event. This special event only happens at sunrise, and Max just can't seem to shake off his sleepiness and get himself going. Luckily, Max's friends have some strategies to help him feel more awake. When they finally arrive (fully awake) on Blossom Ridge, just in time for the sunrise, they aresurprised to find that the Bursting Blossoms need some help waking up. Max springs to action using his recently learned techniques to help the flowers shake off their sleepiness, and everyone celebrates as the amazing blossoms burst with color and shower sparkly pollen all around them. Dragon Scouts - Emmy is excited to go to Cassie's Dragon Scouts meeting. But when Cassie has to leave unexpectedly, Emmy's not sure how to make friends with the other Scouts, who are helping an old dragon woman take care of her garden and twinkle berry trees. Emmy tries being friendly and does her work close by. The Scouts talk to her, but they don't invite her to join them. Emmy tries a special berry-picking trick to attract attention, and the Scouts are impressed until the trick backfires, covering everyone with twinkleberries. Emmy is embarrassed, but is encouraged when one scout finds the incident funny. The next task is bringing water buckets to water thirsty flowers, but the buckets are so heavy that the

Scouts can't carry them. Emmy suggests teamwork - one Scout holds the bucket and one Scout fills it until it's just the right weight. When Cassie returns, Emmy is happily working side by side with the Scouts, who invite her to visit them again soon.

4:30 PM **ARTHUR** (909) ***D.W. Beats All/Buster The Myth Maker***

D.W. is determined to get an even bigger and louder one. But when Mom tells her she can't get everything she wants (gasp!) D.W. realizes that she can march to a different beat. Buster the Myth Maker - Buster is always telling the most incredible stories - like the one about the rat in the soda bottle, or grasshopper eyes in Crinkle-Chaw gum! Now he claims there is a tiger in the state forest, which of course explains all those missing dogs. (Huh?) Can Arthur help Buster separate fact from fiction in order to solve this mystery?

5:00 PM **CYBERCHASE** (111) ***A Day at the Spa***

(topic: Combinations) - Hacker finds the Krystal of Kalmoor, the powerful orb that will give him eternal power. By possessing the Krystal, Hacker can roam cyberspace and create havoc without having to recharge his power. When the kids and Digit arrive to retrieve the Krystal, they are stymied by a series of switches, levers and buttons. Faced with the challenge of too many choices, the kids discover the value of lists, tables and, yes, tree diagrams! The Big Idea: Overwhelmed with choices? Lists, tables and tree diagrams help you master the combinations.

Wednesday, November 22

6:30 AM **BARNEY & FRIENDS** (817) ***That Makes Me Mad!***

Barney acknowledges that everyone gets angry sometimes, and encourages his friends to find good ways to express and deal with their anger.

7:00 AM **SESAME STREET** (4123)

Miles is very busy at Hooper's store today. Everyone seems to want lemonade. Baby Bear has a brilliant idea which will help Miles- an Automatic Lemonade Pouring Machine. He quickly draws his invention. Now the plan is to build it. He explains how it is going to work and enlists Telly and Elmo's help. They all can't wait to cooperate together. They gather all the parts and build the machine, following the plans exactly. Now it is time to test it to see if it is going to work. Everything is running smoothly, until the very end when the lemonade doesn't pour. Baby Bear, Telly, and Elmo are very frustrated and upset. Squeaky the mouse encourages them to not give up and figure out what went wrong instead. Miles comes over to witness history in the making. He is very impressed and thankful that they built the Automatic Lemonade Pouring Machine to help him they finally get it to work! Baby Bear couldn't have made this happen without cooperation from all his friends.

8:00 AM **CYBERCHASE** (111) ***A Day at the Spa***

(topic: Combinations) - Hacker finds the Krystal of Kalmoor, the powerful orb that will give him eternal power. By possessing the Krystal, Hacker can roam cyberspace and create havoc without having to recharge his power. When the kids and Digit arrive to retrieve the Krystal, they are stymied by a series of switches, levers and buttons. Faced with the challenge of too many choices, the kids discover the value of lists, tables and, yes, tree diagrams! The Big Idea: Overwhelmed with choices? Lists, tables and tree diagrams help you master the combinations.

8:30 AM **CURIOUS GEORGE** (110) ***Curious George Discovers The "Poles"/Curious Georg***

Curious George Discovers the 'Poles: George is thrilled when Bill asks him to look after his tadpoles. He conscientiously feeds them and even decides to give them a little vacation in the lagoon. But the tadpoles disappear and George worries that he's lost Bill's pets forever. After weeks of searching, George is ready to give up hope, until he learns that the tadpoles haven't vanished; they've grown into frogs! EDUCATIONAL OBJECTIVE: To understand that all living organisms have a life cycle. Curious George Finds His Way: Hundley and George get locked out of the building in the back alley. While trying to find their way back in, they get hopelessly lost. To make matters worse, it starts to get dark. It isn't until they begin to hear some familiar sounds they realize that with the combination of Hundley's sharp ears and George's good memory of what they'd heard along the way, they can find their way home. EDUCATIONAL OBJECTIVE: To explore properties of sound.

9:00 AM **CLIFFORD THE BIG RED DOG** (110) ***To Catch A Bird/The Best Party Ever***

To Catch a Bird - When Jetta's trophy and locket are missing, all fingers and paws point to Emily - all of them except for Clifford's! The dogs, led by Clifford, finally prove Emily didn't steal anything, and Clifford learns the value of having faith in a friend. The Best Party Ever - Jetta ridicules Emily for not planning enough exciting activities for her birthday party, so Charley convinces Emily not to invite her. But Emily realizes that Jetta's feelings were hurt and invites her after all. Besides, with Clifford at the party, there's always more than enough excitement - even for Jetta!

9:30 AM **DRAGON TALES** (326) ***Green Thumbs/Hand In Hand***

Green Thumbs - Following a torrential storm, the gang discovers Lily, a baby flower, helplessly floating downstream after being uprooted by the rain. They learn that she was separated from her family and misses them dearly. The gang knows that she's too little to take care of herself, and they use what they know to plant her in a bucket of soil and promise to take her back to where she belongs. Along the way they need to figure out how to keep her healthy and happy, and discover that, in addition to soil, Lily needs sun and water to live -but not too much! They find Lily's home eventually and transfer her back into the ground where she belongs. The surrounding flowers immediately thank the gang with a beautiful song and a spectacular shower of glittering petals. Hand in Hand - Max and Emmy can't seem to agree on anything! Their constant arguing upsets Enrique, who makes a wish on a magical wishing well for Max and Emmy to stop arguing and become closer. Enrique rejoins the group to find Max and Emmy holding hands - what he doesn't realize is that they are stuck together! When the gang goes back to the wishing well to reverse the wish, the well is full and can't accept any more wishes until its coins are brought to the bank. The friends empty the well and race the clock to deposit the coins before the bank closes. Along the way, Max and Emmy must cooperate and make decisions together. Enrique's wish gone awry is ultimately reversed, and Max and Emmy learn some valuable ways to get along.

10:00 AM **IT'S A BIG BIG WORLD** (123) ***The Sloth Must Be Crazy/Smarter Than You Think***

The Sloth Must Be Crazy: A shiny, green object falls from the sky, and before Snook can explain to Bob what it is, Bob decides to investigate the mystery object for himself. When Bob finally goes to see Madge, she helps him put all of the information he's learned together to discover that the object is an apple. EDUCATIONAL NOTES: Investigative techniques - When we encounter an object we've never seen before, there are several ways we can help determine what it is: using our senses, comparing it to other

items, and examining it closely.Smarter Than You Think: Winslow worries that everyone is smarter than he is, so he visits Madge, who reminds him of times when he learned new things. As she explains that everyone learns in different ways, Winslow remembers a time when he solved a mystery and realizes that everyone is smart in their own way - including him! EDUCATIONAL NOTES: Learning - Everyone is smart in different ways and there are lots of different ways to learn. Sometimes we're learning and we don't even realize it.

10:30 AM **JAKERS!** (132) ***Dannan's American Cousin***
Dannan is excited when her cousin, Gaddie, comes to visit from the United States. But she gets jealous when it appears that Ferny and Piggley like Gaddie better than they like her. When Dannan's jealousy gets the best of her and she ruins a fun afternoon, she learns that the best way to deal with bad feelings is to talk about them. Jakers! Live and Learn: Cobi Jones shows an experiment in which a youngster is excluded from a parachute game. The youngster learns that it's important to speak up early before bad feelings get the better of you.

11:00 AM **CAILLOU** (433) ***Machines! Brrrrrmmm!***
Caillou learns to deal with a change in plans, when Daddy has to use the car and Mommy and Caillou have to take the subway. Caillou learns that a change in plans can be fun, checking out the map, getting tickets and listening to the musicians! Caillou learns about 'recycling' -- literally! When Caillou gets an eyeful of Leo's new bicycle, he wishes his bike looked special too. So Dad helps Caillou decorate his own bike with streamers and Mom comes through with a new horn! On an autumn day, Caillou and his Mommy take a walk and pass by a construction site. Caillou loves to watch the big bulldozer and starts to pretend he is one too. When their car breaks down, the family goes shopping for a new one. Caillou has never seen so many shiny cars and especially likes the one with 'no roof' that they go for a ride in. Caillou and family go on a trip on Helen's boat, an old friend of Mom's. Caillou is surprised to find there's a whole house packed into the boat. Caillou learns about wind and sails, and even gets to steer the boat too!

11:30 AM **BOB THE BUILDER** (410) ***Animal Fun***
Bob is building a goat run for Farmer Pickles new goat, Giddy, and Travis is responsible for taking Giddy to her new home. When Spud teases Travis about going too slow, he speeds up, causing an accident and the goat escapes! Can Travis and Spud find Giddy and get her safely home? After watching Bob build a tunnel to dry seaweed, Muck decides to create one for Mr. Beasley to use to dry his clothes. Unfortunately what works for drying seaweed isn't really best for drying clothes and Muck creates a huge disaster! Will Muck confess to what she's done and find another way to help Mr. Beasley?

2:30 PM **FETCH! WITH RUFF RUFFMAN** (101) ***3-2-1 Blast-Off!***
Ruff is frazzled. He needs more time to get his first show ready, but unfortunately, he's live on the air right now! What to do? The show must go on! Ruff sends three FETCHers to meet a big star. They arrive at the Museum of Science to discover that the star is the sun, and that they're about to blast off on an amazing space race. Can they rush through a city-sized scale model of the solar system--using trains, boats, cabs, and a three- wheeled bike--before time runs out?!

3:00 PM **FETCH! WITH RUFF RUFFMAN** (102) ***Good Dancing and Bad Teeth***
Ruff wants to try out some new dance moves on the poodle next door, but is horrified when she tells him he's got halitosis. He decides to send one team of FETCHers to learn how to ballroom dance, and a second team out to prove that dog mouths are cleaner than human mouths.

3:30 PM **FETCH! WITH RUFF RUFFMAN** (103) ***How to Get Out Your Inner Hip Hop***
Ruff incinerates his daily ration of kibble in the Fetch 3000 but then discovers he's out of Chinese food. Resorting to desperate measures, Ruff must try to extract a treat from a dog toy. A starving Ruff challenges Anna to "cook" on the dance floor as she learns how to dance hip-hop, and Noah, Khalil, and Julia must cook for a crowd of picky eaters-animals at the zoo!

4:00 PM **FETCH! WITH RUFF RUFFMAN** (104) ***Cats? I Thought You Said Kites!***
Ruff is excited because he thinks today's episode is all about kites, until he gets a phone call from his boss Henry who wants the show be about cats. Cats!!!??? Ruff has no choice but to give airtime to cats as he challenges Taylor and Anna to train a cat to fetch. Meanwhile Noah and Brian must design, build and fly a kite that will lift a dog biscuit in the air and land it on the front porch of Charlene, the poodle next door.

4:30 PM **FETCH! WITH RUFF RUFFMAN** (105) ***Ye Olde Colonial Episode***
Losing power in the doghouse gives Ruff the most Brilliant Idea in the History of Television! All he needs is a $250,000,000 advance from his boss, Henry, to buy a time machine to send the whole cast back in time...way back. ..to 1627! Dressed as Colonists, the cast members abandon their videogames and cell phones for log sawing, oven starting, jaw harping, goat tending, and lessons in Colonial life.

5:00 PM **CYBERCHASE** (213) ***A Time to Cook***

Hacker finds the part he needs to fix his Magnetic Magnotube - a machine that would disable Motherboard forever - in a most unlikely place. All he has to do to get it is win a cooking contest on the hit cyberspace TV show, THE FEARLESS CHEF. Hacker's plan? To kidnap his competition. But the Cybersquad is on to him. The girls go on a rescue mission to save the Fearless Chef, while Matt and Digit take on Hacker. Digit is already a celebrity chef, so this should be a piece of cake. They must race the clock and Hacker to cook three delicious dishes in three outrageous locations. Will Digit beat Hacker? Only time will tell. Math Topic: Elapsed Time; NCTM Links: Measurement.

Thursday, November 23

6:30 AM **BARNEY & FRIENDS** (818) ***It's Your Birthday, Barney***

It's Barney's birthday! The children, Baby Bop, and BJ plan a fun party for their purple pal.

7:00 AM **SESAME STREET** (4077) ***Elmo Feels He's Treated Unfairly By Rocco***

Elmo is excited to play with his friend, Gabi, who is working in Hooper's Store while Alan is away on vacation. Elmo also lets Zoe and Rocco to play with them, too. As they are playing, Zoe and Elmo run into arguments over what games they should play, then what games they should play first, and even about who is first in line to play. While playing on the tire swing, Elmo and Zoe learn how to play fairly by taking turns or riding on the swing together. After playing on the tire swing, they all eat snacks together. Elmo and Zoe get upset again as they are eating cookies since Zoe gives Rocco the cookie that Elmo wants. Elmo is even more frustrated since he thinks that it is unfair for Zoe to give a cookie to a rock. Zoe is extremely upset because she thinks Elmo is being unfair to Rocco by saying that it is just a rock. Gabi steps in and helps Zoe realize how Elmo has actually been very fair to Rocco all day. Elmo is also able to realize that he should be more understanding and nicer to Rocco since Rocco is Zoe's friend. Dr. Phil - In "Dr. Phil Meets Dr. Feel".

8:00 AM **CYBERCHASE** (213) ***A Time to Cook***

Hacker finds the part he needs to fix his Magnetic Magnotube - a machine that would disable Motherboard forever - in a most unlikely place. All he has to do to get it is win a cooking contest on the hit cyberspace TV show, THE FEARLESS CHEF. Hacker's plan? To kidnap his competition. But the Cybersquad is on to him. The girls go on a rescue mission to save the Fearless Chef, while Matt and Digit take on Hacker. Digit is already a celebrity chef, so this should be a piece of cake. They must race the clock and Hacker to cook three delicious dishes in three outrageous locations. Will Digit beat Hacker? Only time will tell. Math Topic: Elapsed Time; NCTM Links: Measurement.

8:30 AM **CURIOUS GEORGE** (112) ***Doctor Monkey/Curious George The Architect***

Doctor Monkey - When George accompanies The Man with the Yellow Hat to Dr. Baker's office for his annual check-up, he discovers that a stethoscope is a pretty handy thing to have around when you're trying to solve a puzzle involving a mysterious sound.Curious George the Architect - Mr. Glass is building a new skyscraper in the neighborhood, and George and Gnocchi think that his construction site is more fun than a playground. George learns how bulldozers, cement mixers and jackhammers work, and why it's not a good idea to let a monkey operate them.

9:00 AM **CLIFFORD THE BIG RED DOG** (111) ***Come Back, Mac/Boo!***

Come Back, Mac - Mac tears one of Jetta's favorite sweaters and feels so terrible he runs away. Clifford and friends seek him out and convince him to return and face the music. Mac learns that he's more important to Jetta than her sweater, and that facing up is the wise thing to do. Boo! - It's Halloween and Jetta can't stop bragging about how brave she is. When the whole town gets a little spooked after watching a scary "ghost" movie, Jetta learns that it's okay to have fears, admit them out loud, and let the people who care about you know about them.

9:30 AM **DRAGON TALES** (327) ***Cassie, The Green-Eyed Dragon/Hello, Miss Tipps***

Cassie, the Green-eyed Dragon - Everyone rushes to the School in the Sky to see Cassie's big surprise - her little brother, Finn! She has brought him to school so that she can tell all her friends how adorable her baby brother is. As she is speaking, she can't help but notice all the attention this cute tiny tyke is taking away from her. When Cassie simply can't take it anymore, she blurts out: "I wish I'd never brought him!" Quetzal speaks with Cassie and she admits that she's jealous. Quetzal assures her that this is very normal among brothers and sisters. Cassie feels better, but now Finn is hungry and no one seems to be able to feed him. Thank heavens for big sisters! Cassie knows some tricks that coax Finn into eating his snack, saving the day. Hello, Miss Tipps - When Quetzal is called away for the day, the youngdragons and their friends face a substitute teacher, Miss Tipps, for the first time. This change in routine upsets Lorca. He has been looking forward to hearing Quetzal tell the story of Prince Griffin, and is disappointed as Miss Tipps takes the students on a field trip, has music at a different time with strange instruments, and offers the class an unfamiliar treat at snack time. By the end of the day, Lorca is surprised when Miss Tipps concludes the day by reading the story of Prince Griffin. To the students' (and Lorca's) delight, all of the activities they did that day that strayed from their routine were actually parts of the story of Prince Griffin. Sometimes a little change can be... a beautiful thing!

10:00 AM **IT'S A BIG BIG WORLD** (124) ***Fish Out of Water/Burdette's Nest***

Fish Out Of Water: While out looking for ants, Bob comes across a rock with an image on it that looks like Ick. Afraid that Ick is stuck in the rock, he hurries off to ask for help. Snook and Madge tell the worried Bob that the rock he found is a fossil and explain how fossils form. EDUCATIONAL NOTES: Fossils - Fossils are the impressions or images in stone of animals that lived long ago.Burdette's Nest: There is a hole in Burdette's nest so she thinks she may need to move. Smooch and Snook try to help by patching the hole with mud, but when this doesn't work they consult Madge who teaches them that there are many different types of materials that birds use to make nests. They remind Burdette that she is the expert in what type of nest is best for her, and

the three friends fix the hole together. EDUCATIONAL NOTES: Nests - Different birds build different types of nests that are suited for their needs.

10:30 AM **JAKERS!** (133) ***Waking Thor***
Ferny is distraught when his pet fish, Thor, dies. Piggley and Dannan try to help Ferny by distracting him with games and play, but Ferny doesn't seem to be getting "better." The townsfolk pitch in and hold a wake for Thor to help Ferny talk about and share his feelings and to celebrate the happiness Thor brought him. Jakers! Live and Learn: Cobi Jones narrates as we visit various cultures around the world and discover how they deal with death in their unique ways.

11:00 AM **CAILLOU** (434) ***It's Cold Outside! Brrr!***
When Caillou's family makes a springtime visit to Jonas' ranch, he takes them on a sleigh ride to a maple forest where Caillou discovers how the maple sap is collected from maple trees and gets to help collect some. The twins, Jason and Jeffrey, have come to play with Caillou in the snow. An investigation into some small tracks in the snow, leads them to a mischievous and playful squirrel that soon has them running around the yard. Exhausted, they drop in the snow and make some tracks of their own: snow angels. When Caillou, Rosie and Mom head to the big park, Caillou sees Andre and they decide to build a snow fort. Sarah shows up and the boys put the fort to the test as they start a fun snow fight. Caillou and his family are heading to the tobogganing hill! What fun it is to climb the hill and race down surrounded by people having a good time. Caillou is curious when they see a sled dog and his master giving a sled show. He even gets to ride the sled with Rosie! When Mom drives Sarah to her skating lesson, Caillou decides he wants to take skating lessons too!

11:30 AM **BOB THE BUILDER** (411) ***Valley Nature Lessons***
Bob and his dad are building a marshland walkway and Benny can't wait to explore the wildlife. But when he wanders off looking for exciting new creatures, he may find more than he bargained for! Dizzy is helping Bob make street signs to help everyone get around Sunflower Valley. When she's asked to show the local kids how to get to school, she gets so excited she doesn't pay attention and soon Dizzy and the children are lost in the wilderness!! How will they ever get back without any signs to point their way home?

2:30 PM **MISTER ROGERS' NEIGHBORHOOD** (1474) ***Mister Rogers Talks About Making An Opera***
Mister Rogers shows different kinds of fans and explains that even though we don't see the wind, we can see what it does. In the Neighborhood of Make-Believe, the Neighbors make last minute preparations for Fred Rogers' "Windstorm in Bubbleland" opera.

3:00 PM **BOB THE BUILDER** () ***Snowed Under: The Bobblesberg Win***

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4:00 PM **ARTHUR'S MISSING PAL** () ***Arthur's Missing Pal***
Arthur's beloved dog Pal has been lost, and Arthur and the gang move into action to locate him. Utilizing smarts, teamwork and some thrifty detective skills Arthur and his friends -- Buster, DW, Francine and others -- set out to find Pal. Will Arthur get his furry friend back? Or will Pal decide that life on the road is more fun? TVY

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5:00 PM **ARTHUR'S PERFECT CHRISTMAS** () ***Arthur's Perfect Christmas***
46 Plans are underway in Elwood City for the best holidays ever as Arthur, D. W., their family and friends make preparations for perfect gifts, perfect parties and perfect family traditions for Christmas, Hanukkah, Kwanzaa and even "Baxter Day" (Buster and his mom's special celebration). The only problem is, just like in real life, perfection is hard to attain, and things start to fall apart.

Friday, November 24

6:30 AM **BARNEY & FRIENDS** (1011) ***Caring and Rhythm***

Caring: It's a very special day at the Park...it's Barney's birthday, and there are surprises around every corner. When Barney begins to open his presents, Riff worries that his "handmade" gift won't be good enough. In the end, Barney loves Riff's gift and reminds everyone that the best gift of all is one that comes from the heart!Rhythm: Baby Bop is practicing her marching because she will be joining a real marching rhythm band. The problem is she can't keep the beat. Barney, BJ and Riff help Baby Bop learn about rhythm just in time for her to join the band.

7:00 AM **SESAME STREET** (4130)

There's a lot of excitement on Sesame Street because Gina is adopting a baby! After a lot of planning, today is the day that Gina is flying to Guatemala to pick up her baby, Marco, and bring him home. Maria is going with Gina to help speak Spanish. Gina has been waiting for this moment and has made sure that everything is taken care of while she is away. There is a veterinarian covering for her in case any animals need help and Luis and Gordon are setting up the baby's crib, Big Bird, Elmo, Baby Bear and Rosita have noticed all of the excitement, but they don't know what it means to adopt a baby. Gina explains that there is a baby that needs love and caring for and she wants to be the person to provide those things. They all can't wait to meet the new baby and help in any way they can. The next time they see Gina, she will be a mommy and she will have a new family!

8:00 AM **CYBERCHASE** (410) ***A Tikiville Turkey Day***

Hacker steals the legendary Egg of Benedicta - and the lush landscape of Tikiville wilts and turns brown. The spirit of the Tikians is crushed and Creech is in big trouble unless the CyberSquad can help! When their attempt recover the Egg from Hacker fails, they hatch a new plan to replace the Egg. By studying patterns in nature, can they recreate the nest and restore peace and harmony to Tikiville? EDUCATIONAL OBJECTIVE: Find the rule for a pattern you observe in the natural world and you can use what you have learned to make similar patterns of your own.

8:30 AM **CURIOUS GEORGE** (111) ***Water to Ducks/Animal Magnetism***

Water to Ducks - After a big rain, George is ecstatic to discover ducks swimming in a big puddle next to the country house. But the puddle starts to shrink and the ducks begin to fly away. How can George keep that puddle from evaporating so he and Jumpy can continue to play peek-a-boo with that cute baby duck?Animal Magnetism - On a mission to find magnets to hang his newest masterpiece on the refrigerator, George learns a lot about magnets. His new knowledge comes in handy when he has to save his precious artwork from a giant magnetic crane at the junkyard.

9:00 AM **CLIFFORD THE BIG RED DOG** (112) ***Little Clifford/Welcome to Birdwell Island***

Little Clifford - In this flashback story, we learn how Emily and Clifford got together and how Emily's unconditional love changed the "runt" of the litter into the biggest dog around! Welcome To Birdwell Island - This flashback episode tells the story ofthe day the Howards moved to Birdwell Island. The town is full of preconceived ideas about how "a big dog can mean big problems" for the island, but they soon learn that Clifford has much to offer, and that they shouldn't make assumptions before they know the facts.

9:30 AM **DRAGON TALES** (301) ***Fly with a New Friend (Part 1 & 2)***

Part 1: Max & Emmy's new neighbor Enrique, who was born in Colombia, has just moved to the U.S. and is having a hard time adjusting to life and school in a new country. Enrique wishes for a place where everyone is as friendly as Max and Emmy. After quietly conferring, Max and Emmy invite him to the friendliest place they know - Dragon Land! Enrique is astonished to meet real live dragons and encounter all the wondrous sights, but feels left out as the group of old friends laugh about happy memories. During an adventure to bring Gilly the fish to the Dragon Land Aquarium, Enrique's new friends encourage him to share some of his stories, and they share their own experiences in new situations. Happier now, Enrique assures Gilly that he will meet many new friends in his new home. Part 2: After the group helps Gilly adjust to his new home, Enrique wishes he could make friends as easily as Gilly has. Max suggests a tour of Dragon Land, and the dragon friends are happy to show off their favorite spots. After soaring over the magical land, Wheezie says that there's one more spot to see.but as she and Zak try to dive into their Knuckerhole, they flop on flat ground, soon discovering that all the Knuckerholes seem to have vanished! Spotting one moving along the ground, the group follows it, and finds Quanita, a wizard- in-training, who accidentally summoned Knuckerholes while wishing for holes to plant tree saplings. Back at the playroom, Enrique says that making friends at school will be easier now that Max & Emmy have shown him how it's done!

10:00 AM **IT'S A BIG BIG WORLD** (105) ***My Friend Will Bee Right Back/Learning to Fly***

My Friend Will Bee Right Back: Bob befriends a bee (Stripey), but when Stripey's swarm shows up, Bob learns from Burdette that Stripey must move on with her migrating swarm, and says goodbye - for now -to his new friend. Learning to Fly: Winslow decides to learn to fly, even challenging Burdette to a competition, but when he fails to fly like a bird, Winslow learns that flying like a monkey can be pretty fun too.EDUCATIONAL OBJECTIVES: Bees - Bee migration and biological facts. Abilities - Each type of animal has a different set of abilities, which are common to all animals of that type.

10:30 AM **JAKERS!** (134) ***Father's Day***

Piggley needs to help his father with some chores around the farm. But when Piggley takes a more creative than practical approach in painting the milk cart and builds a castle of hay for the new chicks, his father thinks Piggley is playing instead of working. In the end, Piggley's overworked father sees the joy Piggley is getting from his work and rediscovers his own sense of play. Jakers! Live and Learn: Cobi Jones introduces viewers to some friends who find a fun way to clean up a messy room.

11:00 AM **CAILLOU** (435) ***New Places and New Things!***

Caillou and family go on a trip on Helen's boat, an old friend of Mom's. Caillou is surprised to find there's a whole house packed into the boat. Caillou learns about wind and sails, and even gets to steer the boat too! When Mom and Dad are getting ready to go out to a restaurant, Caillou doesn't understand why he can't go too! He's disappointed until Julie the babysitter suggests they make their own restaurant, complete with menus! When Caillou accidentally breaks one of his toys because his room is a mess, Mom suggests a way to make cleaning up fun: with colourful stickers and a chart. Now Caillou and Rosie get to pick out their very own stickers for brushing their teeth and cleaning up the toys in their bedrooms! When Caillou dresses himself, he learns that when you put your pants on backwards, you can change and put them on right. When he sees Dad and Grandpa in suits and ties for a big party, he changes into his grownup clothes too. Jonas, a friend of Dad's and a real cowboy, has invited the family to visit his ranch. Caillou had never met a real cowboy before. Caillou learns a lot about horses; he gets to brush a pony named Lucky, he even gets his very own cowboy hat!

11:30 AM **MISTER ROGERS' NEIGHBORHOOD** (412) ***Packer Joins The Team***

There's a new machine in the Valley! Packer the Delivery Truck is so excited to be working with Bob and his team that he doesn't pay enough attention to getting his job done right. Will Packer be able to set things straight and become a valuable member of the team? Bob has created the perfect kit to build new houses quickly and easily. But when all the new people in the Valley want different designs, Bob doesn't know how to make them all happy. Can Bob design a house that's perfect for whoever wants to live in it?

3:00 PM **BETWEEN THE LIONS** (310) ***Treats!***

An advertising Dream Team-creators of the Lions' favorite "Wheaty Meat Treats" spot-is hired to create a commercial for the library. But it seems the team needs a little help.... Guest Stars: Vanessa Williams, Oliver Platt, and Jon Stewart. Designated Reader: Melissa Etheridge. Key word: treat. Target vowel: ea

3:30 PM **CYBERCHASE** () ***My Big Idea: A Cyberchase Marathon***

This two-hour special features four new episodes where the CyberSquad dives into the inventing process to thwart Hacker's dastardly plans. Viewers will brainstorm alongside Jackie, Matt and Inez as they overcome setbacks and invent what they need to save the day in Cyberspace. Hosted by Cyberchase for Real stars Harry and Bianca, the special features kid inventors of past and present, and fun, everyday items that were invented by kids, including earmuffs and popsicles.A CLEAN SWEEP - When Hacker schemes to take over Radopolis by dumping magnetite confetti everywhere, the kids and Digit must invent a giant "confetti cleaner" in order to foil his dastardly plot.DESIGNING MR. PERFECT - The kids must design an invention that can both get them across a perilous swamp and up a tall cliff in order to rescue Digit, who's been turned into Wicked's "Mr. Perfect" - and kidnapped by Hacker!ECOHAVEN OOZE - The CyberSquad must build a "Trojan Ducky" in order to sneak past Hacker and save EcoHaven, but first has to make a model of their invention to figure out how to get it to waddle.THE FAIRY BORG FATHER - When Matt becomes trapped in a dangerous chasm along with Delete's Fairy Borg Father, Jackie and Inez must refine and optimize Delete's ingenious - but imperfect -"bunny-copter" invention in order to rescue them!

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Sunday, November 26

6:30 AM **MAKE WAY FOR NODDY** (312) ***Surprise for Tessie Bear/Big Ears for a Day***

A Surprise For Tessie Bear - Tessie Bear is feeling down. Noddy decides to surprise his friend in an effort to cheer her up. Tessie Bear is delighted when she sees how much trouble Noddy has gone to on her behalf.Big Ears for a Day - Noddy is feeling overworked and he thinks that Big-Ears has more fun than he does. So Big-Ears suggests that they swap places for a day. It doesn't take Noddy long to see that being someone else is a lot harder than he thought.

7:00 AM **BIG COMFY COUCH** (708) ***Upside Down Clown***

When Loonette and Molly play "can you do what I do?" Loonette discovers that sometimes even practice won't make perfect -- but it sure does help.

7:30 AM **CLIFFORD'S PUPPY DAYS** (208) ***But I Really, Really Saw It!/The Perfect Pancake***

But I Really, Really Saw It!: Clifford becomes the little dog who cried wolf when he claims to have seen a huge flying dinosaur and an enormous floating teddy bear. The problem is ... he's telling the truth. When no one believes him, Clifford retreats into himself, and wants to run away. But when he sees a man holding onto the ear of an immense floating turkey and calling for HELP, Clifford knows he has to put his pride aside and get someone to believe him. The Perfect Pancake: Mr. Solomon, who is hosting Thanksgiving, plans to make his mom's favorite potato pancakes for the occasion. When the pancakes are a disaster, everyone surprises him by bringing their own special brand of pancakes to the holiday dinner.

8:00 AM **THOMAS AND FRIENDS** (313) ***Discovery***

Skarloey has lots of jobs and is very, very busy. Rheneas decides to help his friend and take Skarloey's coal cars for him as a surprise. He won't tell anyone what he's up to. But when Rheneas tries to puff up a steep hill with his and Skarloey's cars, they prove much too heavy. He leaves Skarloey's trucks in a siding while he delivers his first. When Rheneas returns, Skarloey's cars have vanished - Rheneas can't find them anywhere. He asks some other engines for help, but before they can start looking, Peter Sam appears, pulling the missing cars! He found them in the siding. Everyone is relieved that the cars have been found. Especially Rheneas who gets to deliver Skarloey's cars after all. Thomas is to take an important Admiral to open a new maritime museum. At the docks, Salty tells Thomas about the lost pirate treasure of Sodor, giving him the old clues to its whereabouts. With the Admiral on board, Thomas sets about trying to follow the clues. He becomes so distracted by his quest that he makes the Admiral very late. Sir Topham Hatt is cross and sends for Harold to take the Admiral the rest of the way. Thomas continues on his quest and finds the final clue, an old line. At the end of the line is the maritime museum, and the Admiral was about to open it. Thomas reveals the location of the lost treasure. The Admiral and Sir Topham Hatt are delighted. Thomas is pleased that he stuck to his quest!

8:30 AM **BOB THE BUILDER** (401) ***Bats and Bunkhouses***

Just as Bob and the team are finishing refurbishing the old watermill, Dizzy hears a squeaking noise coming from inside the top of the mill, there are bats in the mill! Dizzy is so eager to see the bats that she gets distracted from her work and makes a terrible mess, only to find out that bats only come out at night. Can Dizzy and the team get the mill running and find a way to see the bats? The team is busy building a bunkhouse for Farmer Pickles' new guests who will be helping with the sunflower harvest. Lofty's job is very important, lifting and laying the logs to make the bunkhouse. When the work is done, there are plans for a campfire sing-along, in which Lofty will be the star! Lofty is very nervous at the thought of singing in front of everyone. Will Lofty find the time to get his work done and practice his singing before the campfire begins? TVY

9:00 AM **FRANNY'S FEET** (106) ***Paper Presents/You Bug Me***

) Franny travels to Japan, where she meets Hiroki, a boy in search of a birthday present for his grandfather. With a little help from Franny and a local storekeeper, Hiroki makes the perfect gift - an origami mobile. In Franny's Treasures, Bobby makes origami shapes and Franny prompts the audience to identify them.B) Franny heads to Africa, where she meets a rhino named Hornswell. Hornswell has had an argument with his buddy, an oxpecker. Franny helps them resolve their misunderstanding, and once again they become good friends. In Franny's Treasures, Franny and Bobby prompt the audience to identify animals that live in the grasslands.

9:30 AM **POSTCARDS FOR BUSTER** (121) ***Buster's League of Champions***

Disappointed with the last Bionic Bunny movie, Buster decides it his duty as a devoted B.B. fan to send a video to the movie's producers with suggestions for the next sequel. He enlists the help of kids who live in Trailer City to create their own action-adventure superheroes in Buster's "Postcard to the Producers."

10:00 AM **ARTHUR** (908) ***The "A" Team/Emily Swallows A Horse***

The "A" Team - Francine and Brain are the best players on the soccer team and, well, sometimes they wish their teammates could take the game a bit more seriously. So when they make the Elwood City All-Stars Traveling Team, they're as happy as they could

be. Ore are they? Is winning really everything - or is there something about playing with friends that can't be beat. Emily Swallows a Horse - Emily really wants the sparkly ball D.W. justfound, so she tells a little white lie about how Marie-Helene actually gave it to her. No harm done, right? But then Emily has to tell even bigger lies to cover her story! Will she be like that old woman in the fairy tale, who had to swallow the horse to eat her lie... er, fly?

10:30 AM **MAYA AND MIGUEL** (114) ***Family Time***

Noticing that everyone in her family is overworked, overtired, and overstressed, Maya concludes that they all have been missing "family time" - quality time spent alone as a family. Maya and Miguel plan a camping trip to a state park - and do all the planning and packing themselves to make things easier on their very busy parents and grandmother. But when they arrive at their campsite, the kids have forgotten some essentials - and rain, wildlife, and a capsized boat threaten to make their escape a disaster. In the end, however, la familia Santos discovers the only thing they really need is time together.

11:00 AM **CYBERCHASE** (308) ***Be Reasonable***

Hacker returns to the Cybrary to wreak revenge on Ms. Fileshare and the kids. His crafty plan tricks the kids to try to rescue Ms. Fileshare, only to find themselves all trapped! If the CyberSquad doesn't escape in time, Hacker will steal the Cybrary's most valuable books - all about the most secret inner-workings of Motherboard!

Monday, November 27

6:30 AM **BARNEY & FRIENDS** (1012) ***Playing Games and Fun with Reading***

Playing Games: Baby Bop has trouble following the rules and taking turns while playing games, so Barney and Riff help her learn how to follow the rules. In the end, Baby Bop and BJ have fun playing together, and Baby Bop learns that rules make games fun for everyone!Fun with Reading: BJ hurts his toe while pretending to be Captain Pickles. When Barney suggests he rest in the caboose, BJ becomes frustrated, as he'd rather be outside playing. Barney reminds him of the wonderful world of books, and the little dinos decide to write a book of their own...based on the exciting true-life adventures of Captain Pickles!

7:00 AM **SESAME STREET** (4131)

Gina is coming home to Sesame Street today with her newly adopted baby Marco and everyone can't wait for them to arrive! They have all been busy gathering blankets and diapers, making mobiles, and putting together the crib. Everyone was actually so busy that they didn't even realize that Gina and Marco had finally arrived. They all want to continue helping, but what Gina and the baby really need is some rest. This doesn't stop Elmo and Big Bird from wanting to teach the baby the alphabet or stop Telly from giving the baby a triangle lovers test. Finally, all of the helpers leave and Gina has some time alone with her baby. She is extremely happy to be a mommy now and to take care of her new family. Everyone returns and Gina realizes that she is going to need all the help that she can get. She is very grateful that everyone cares so much!

8:00 AM **CYBERCHASE** (101) ***Lost My Marbles***

(topic: Navigation) - A day at the library turns into a cyberventure when Jackie, Matt, and Inez learn that Hacker has kidnapped Dr. Marbles, the only person who can save Motherboard from an evil virus! The team learns to use a map as a mathematical tool as they navigate across a cyber island in search of Marbles...then try to escape before a huge earthquake turns the island inside out! The Big Idea: A map is a mathematical tool you can use to find your way from one place to another, anywhere on earth.

8:30 AM **CURIOUS GEORGE** (109) ***Curious George, Dog Counter/Squirrel for a Day***

Curious George, Dog Counter: It's Dog Show Day! George and Professor Wiseman spend the day with all kinds of different dogs: big, small, hairy... and hungry. With the help of his sandwich, George tempts the winning dogs to follow him home to show The Man with the Yellow Hat. Once there, George can't keep track of all the dogs, so he and a worried Hundley come up with creative ways to sort and count the dogs in the apartment. EDUCATIONAL OBJECTIVE: To sort and classify sets of objects (or animals) by size, number, and other properties. Squirrel For a Day: When Bill shows George how Jumpy Squirrel stores his food in the ground, George decides this is a pretty good idea and tries to store all the food in the country house in the ground too. The Man with the Yellow Hat rescues their supplies and tries to explain that they should only put things in the ground if they want them to grow. That sounds like another great plan. George tries to see what else might grow-will car keys grow into a car? Will a rubber band grow into an inner tube? EDUCATIONAL OBJECTIVE: To learn how plants grow from seeds.

9:00 AM **CLIFFORD THE BIG RED DOG** (109) ***Circus Stars/Limelight Fright***

Circus Stars - When Clifford's hero Gordo the elephant, star of the circus, comes down with a cold, Clifford volunteers to step in and help out. Starstruck Clifford learns that "stars" are just regular people and, like everyone else, they sometimes need a helping hand. ~~Limelight Fright - When Emily and Charley recruit the crew to help them with a show, scene- stealing Cleo is surprised to discover she has stage fright! But she learns that the support of friends can help work through a problem.

9:30 AM **DRAGON TALES** (325) ***Musical Scales/Something's Missing***

Musical Scales - Max taught Zak and Wheezie a song in Spanish and English that they have practiced very hard to perform for Princess Kidoodle. As Max, Emmy, and Enrique (who is conspicuously wearing a new hat) arrive, they meet Cassie and Ord, who are puzzled that Zak and Wheezie refuse to come out. The group travels down to the twins' cave where they find Zak and Wheezie hiding - mortified that they are shedding their beautiful scales! After several failed attempts to cover their bare spots, the twins decide to cancel the show. Everyone goes to tell the princess, but Enrique stays back with Zak and Wheezie. He pulls off his hat to reveal an embarrassingly bad haircut. He convinces the twins to sing if he sings with them. So the three friends perform, receiving cheers from everyone! Something's Missing - When Emmy goes off to camp for a week, Max goes to Dragon Land alone, afraid he won't have any fun without Emmy. To help Max enjoy himself more, Cassie suggests that they do some of the things Emmy is having fun doing at camp: swimming, taking nature hikes and sitting around a campfire. But Max still misses Emmy, and wishes she could see all the great things they're doing in Dragon land. Oh, but she can! Max comes up with a plan to take pictures of their nature hike, and send them to his sister. It makes Max feel much, much better, knowing that he can share his fun time with her. And he can't wait to get home to see if Emmy sent him a letter from camp telling about all the fun she is having, too!

10:00 AM **IT'S A BIG BIG WORLD** (122) ***World Tree Day/World Tree Cuisine***

World Tree Day: It is World Tree Day and Snook has made badges to give to all of the residents who do something nice for the tree. While everyone finds their own ways to care for the tree, Bob is worried because he can't think of anything to do. After a talk with Snook and Oko, Bob writes a song to celebrate the tree and earns a badge from Snook. EDUCATIONAL NOTES:

Environment - It is important to care for the environment around us.World Tree Cuisine: It is time to celebrate the World Tree's birthday and Madge and Snook are planning a surprise party for the tree's residents. But when Burdette and Wartz overhear them say they are baking a cake, all of the animals start dropping hints to ensure that foods they eat are included in the cake. When everyone gathers for the celebration, they are excited to find individually flavored cupcakes! EDUCATIONAL NOTES: Animal diets - Different animals have different diets.

10:30 AM **JAKERS!** (135) ***Growing Pains***

After griping about his parents' rules, Piggley wishes he were a grownup, so he could do as he pleases. But when Dad sprains his ankle, putting Piggley in charge of the farm for a day, Piggley finds being a grownup is a lot harder than it looks. Jakers! Live and Learn: Cobi Jones and children get a chance to try out all the things they're too young (or old) to do- with humorous results.

11:00 AM **CAILLOU** (436) ***Step By Step!***

When Leo forgets his brand new toy dinosaur in the park, Daddy and Caillou go looking for it, with no success. So Caillou, with Mommy's help, puts up a Lost and Found Poster, and then, finds 'Dino' at the Park Office Lost and Found! When the washing machine needs fixing, Caillou ends up helping Bob the repairman. Inspired, Caillou helps Dad hammer a nail and glue the leg onto a wobbly stool too! Caillou accompanies Grandma to the Senior's residence where he finds out 'driving' the meal cart is more fun than driving his toy truck. Caillou even helps push Mrs. Wilson around in her wheelchair, proving to be the best driver she's ever had! When Sarah asks to borrow Caillou's wagon for her new paper route, Caillou offers to help too! Caillou, with Daddy's help, learns about getting up early, folding the papers and delivering them too. When Mom drives Sarah to her skating lesson, Caillou decides he wants to take skating lessons too!

11:30 AM **BOB THE BUILDER** (101) ***The Environment***

This program follows the adventures of Bob and his machines: Scoop the leader/digger, Muck the digger/dumper, Dizzy the cement mixer, Lofty the crane and Roley the steamroller. Bob's business partner, Wendy, and Pilchard the cat all help out in the builder's yard. Other characters include Farmer Pickles, his tractor Travis and the naughty scarecrow Spud - who is always up to mischief. In this episode, Molly and Trix go nature watching while the others build a fence for Farmer Pickles. Then Wendy goes on vacation while the rest of the team is very busy with Farmer Pickles' campsite. Can they finish the job without Wendy's help? Yes they can! And finally, the team has to replace part of a riverbank that has been eroded. And Muck couldn't be happier to play in the mud.

2:30 PM **READING RAINBOW** (602) ***Stay Away from the Junkyard!***

"One man's trash is another man's treasure," Levar Burton says as he browses through his garage and discovers some important memories that he can't throw away. The featured book is STAY AWAY FROM THE JUNKYARD by Tricia Tusa, read by Michele Mariana. The story is about a little girl who discovers a wonderful friend in a small town junkyard. Special guest is Michael Ives, an artist who uses junk to create wonderful works of art. He constructs a story box from disgarded pieces of wood. Levar Burton also shares some old family pictures from his early youth and young readers recommend some old classics: MAKE WAY FOR DUCKLINGS, THE SNOWY DAY and THE STORY OF FERDINAND.

3:00 PM **BETWEEN THE LIONS** (202) ***Humph! Humph! Humph!***

Lionel's friend Gus gets humphy when Leona asks him to read to her. Featured text: folktale. Key word: hump. Target vowel: short u.

3:30 PM **CURIOUS GEORGE** (112) ***Doctor Monkey/Curious George The Architect***

Doctor Monkey - When George accompanies The Man with the Yellow Hat to Dr. Baker's office for his annual check-up, he discovers that a stethoscope is a pretty handy thing to have around when you're trying to solve a puzzle involving a mysterious sound.Curious George the Architect - Mr. Glass is building a new skyscraper in the neighborhood, and George and Gnocchi think that his construction site is more fun than a playground. George learns how bulldozers, cement mixers and jackhammers work, and why it's not a good idea to let a monkey operate them.

4:00 PM **DRAGON TALES** (328) ***Super Snow Day/Make No Mistake***

Super Snow Day - It's a warm spring day, but Enrique walks into the playroom and finds Max & Emmy in their winter gear. They're going sledding on Snowy Summit in Dragon Land. Enrique has never even seen snow except for in books or on TV, so he is hesitant to try sledding. When the gang decides to go to Icicle Cave, a place only accessible by sled, Enrique decides not to go. His friends really want him to come, so they decide to help Enrique take small steps to safely overcome his fear and see how much fun snow and sledding can be. By taking it slow and facing small hills, Enrique gradually warms up to the snow. When they arrive safely at Icicle Cave, Enrique teaches them a Spanish song about hot chocolate. Everyone joins in singing as Zak and Wheezie accompany them on the icicle xylophones. Make No Mistake - Max can hardly contain his joy-he just got the lead role in the School in the Sky play! He's so excited about the lights, the sets and the costumes that he hasn't even thought about the audience or even the possibility of making a mistake-until he overhears Zak telling Wheezie how embarrassing it could be to mess up in front of everybody.

Suddenly, Max is paralyzed with fear. He definitely doesn't want to make a mistake in front of all those dragons! Noticing his apprehension, his friends tell him not to worry-everyone makes mistakes. They even suggest ways to make him less nervous, like taking deep breaths. Max is still scared. When Ord and Quetzal both slip up on stage and laugh it off, Max realizes that even the most confident of his friends can make mistakes. In spite of his fears, and even a small mistake, Max takes center stage.

4:30 PM **ARTHUR** (408) ***1001 Dads/Prunella's Prediction***

When Buster cheerfully insists that he will miss the Father's Day picnic because he has other plans, Arthur is convinced that he's really sad about his parents' divorce and embarrassed to show up alone. Can Arthur and the gang find Buster a new dad in time for the picnic? In the second story, Rubella's tarot cards foresee the delivery of a special birthday present and Prunella predicts a gift of flashpants, the hottest new fasion. When she gets a watch instead, Prunella can't bear to face the others, particularly since Muffy will be waring them to the big skating party.

5:00 PM **CYBERCHASE** (502) ***A Clean Sweep***

Hacker makes Buzz's dream come true and gives him his very own donut shop in Radopolis. But it's just part of Hacker's latest scheme. Working out of the donut shop, Hacker makes confetti out of magnetite, and uses it to put all the Radsters to sleep, so he can take over the cybersite. The kids must engineer a huge "confetti cleaner" to save the Radsters, but encounter problem after problem with their invention. Has the CyberSquad finally found something they cannot do? EDUCATIONAL OBJECTIVE: When you need something that doesn't exist, invent it! You can use what you know about problem solving to overcome hurdles along the way.

Tuesday, November 28

6:30 AM **BARNEY & FRIENDS** (819) ***It's Showtime!***

Barney, BJ and the kids spend the day preparing for a performance for their friends in the park.

7:00 AM **SESAME STREET** (4062) ***Little Furry Red Monster Parade***

Elmo wants to have a "Little Furry Red Monster Parade" so he begins looking other little and red and furry monsters to join him. He runs into Zoe who wants to join the parade too. Elmo thinks that's a great idea and they start to march before they realize that Zoe is little, furry, but orange. They decide to rename the parade the "Little Furry Red and Orange Monster Parade" and this goes on and on as they run into new friends who want to be in the parade. The name eventually gets much too long as many, many friends join the group. Elmo figures out what to do. He changes the name to the "Anybody Who Loves to March in a Parade" Parade! They all march together.

8:00 AM **CYBERCHASE** (502) ***A Clean Sweep***

Hacker makes Buzz's dream come true and gives him his very own donut shop in Radopolis. But it's just part of Hacker's latest scheme. Working out of the donut shop, Hacker makes confetti out of magnetite, and uses it to put all the Radsters to sleep, so he can take over the cybersite. The kids must engineer a huge "confetti cleaner" to save the Radsters, but encounter problem after problem with their invention. Has the CyberSquad finally found something they cannot do? EDUCATIONAL OBJECTIVE: When you need something that doesn't exist, invent it! You can use what you know about problem solving to overcome hurdles along the way.

8:30 AM **CURIOUS GEORGE** (110) ***Curious George Discovers The "Poles"/Curious George***

Curious George Discovers the 'Poles: George is thrilled when Bill asks him to look after his tadpoles. He conscientiously feeds them and even decides to give them a little vacation in the lagoon. But the tadpoles disappear and George worries that he's lost Bill's pets forever. After weeks of searching, George is ready to give up hope, until he learns that the tadpoles haven't vanished; they've grown into frogs! EDUCATIONAL OBJECTIVE: To understand that all living organisms have a life cycle. Curious George Finds His Way: Hundley and George get locked out of the building in the back alley. While trying to find their way back in, they get hopelessly lost. To make matters worse, it starts to get dark. It isn't until they begin to hear some familiar sounds they realize that with the combination of Hundley's sharp ears and George's good memory of what they'd heard along the way, they can find their way home. EDUCATIONAL OBJECTIVE: To explore properties of sound.

9:00 AM **CLIFFORD THE BIG RED DOG** (110) ***To Catch A Bird/The Best Party Ever***

To Catch a Bird - When Jetta's trophy and locket are missing, all fingers and paws point to Emily - all of them except for Clifford's! The dogs, led by Clifford, finally prove Emily didn't steal anything, and Clifford learns the value of having faith in a friend. The Best Party Ever - Jetta ridicules Emily for not planning enough exciting activities for her birthday party, so Charley convinces Emily not to invite her. But Emily realizes that Jetta's feelings were hurt and invites her after all. Besides, with Clifford at the party, there's always more than enough excitement - even for Jetta!

9:30 AM **DRAGON TALES** (326) ***Green Thumbs/Hand In Hand***

Green Thumbs - Following a torrential storm, the gang discovers Lily, a baby flower, helplessly floating downstream after being uprooted by the rain. They learn that she was separated from her family and misses them dearly. The gang knows that she's too little to take care of herself, and they use what they know to plant her in a bucket of soil and promise to take her back to where she belongs. Along the way they need to figure out how to keep her healthy and happy, and discover that, in addition to soil, Lily needs sun and water to live -but not too much! They find Lily's home eventually and transfer her back into the ground where she belongs. The surrounding flowers immediately thank the gang with a beautiful song and a spectacular shower of glittering petals. Hand in Hand - Max and Emmy can't seem to agree on anything! Their constant arguing upsets Enrique, who makes a wish on a magical wishing well for Max and Emmy to stop arguing and become closer. Enrique rejoins the group to find Max and Emmy holding hands - what he doesn't realize is that they are stuck together! When the gang goes back to the wishing well to reverse the wish, the well is full and can't accept any more wishes until its coins are brought to the bank. The friends empty the well and race the clock to deposit the coins before the bank closes. Along the way, Max and Emmy must cooperate and make decisions together. Enrique's wish gone awry is ultimately reversed, and Max and Emmy learn some valuable ways to get along.

10:00 AM **IT'S A BIG BIG WORLD** (123) ***The Sloth Must Be Crazy/Smarter Than You Think***

The Sloth Must Be Crazy: A shiny, green object falls from the sky, and before Snook can explain to Bob what it is, Bob decides to investigate the mystery object for himself. When Bob finally goes to see Madge, she helps him put all of the information he's learned together to discover that the object is an apple. EDUCATIONAL NOTES: Investigative techniques - When we encounter an object we've never seen before, there are several ways we can help determine what it is: using our senses, comparing it to other items, and examining it closely.Smarter Than You Think: Winslow worries that everyone is smarter than he is, so he visits Madge, who reminds him of times when he learned new things. As she explains that everyone learns in different ways, Winslow remembers a time when he solved a mystery and realizes that everyone is smart in their own way - including him! EDUCATIONAL NOTES:

Learning - Everyone is smart in different ways and there are lots of different ways to learn. Sometimes we're learning and we don't even realize it.

10:30 AM **JAKERS!** (136) ***Dannan Does A Jig***
When Dannan's grandma, Grandmother O'Mallard, teaches the class to dance, Dannan proves an enthusiastic student of the art. But then Dannan realizes that she isn't a very good dancer, and she becomes afraid that she will let her friends down and doesn't want to dance anymore. EDUCATIONAL OBJECTIVE: The most important thing is to do the best you can - and to enjoy yourself!

11:00 AM **CAILLOU** (437) ***Love to Pretend!***
Mom and Rosie go to the store; Caillou stays at home with his Daddy, and has a lot of fun imitating him and helping him with the chores. When Sarah shows Caillou and Leo her new remote controlled robot, the boys get a great idea to be robots too! They have fun taking turns 'controlling' each other with their own remote control. Leo comes over to play at Caillou's house. They have fun pretending to be bears until Sarah shows up wearing a GY (white Karate outfit). Sarah introduces Caillou and Leo to Karate and demonstrates a few moves. Later, Caillou wants to play with his animal cards but they have disappeared. A search soon reveals that Rosie has been playing with them, scattering them around the house. Caillou's new mission: to find them! So Caillou and Rosie head out on a safari, working together to find the animal cards. When Caillou visits Clementine, he is impressed to see Billy practicing on a Tuba. Soon, Billy's marching band mates arrive to practice. Clementine and Caillou make their own pretend horns with cardboard tubes.

11:30 AM **BOB THE BUILDER** (102) ***Divergent Thinking***
Spud the Pilot - Bob is installing an antique fireplace for Mrs. Percival. JJ was playing with his new remote-controlled model airplane, but lost it in a field. Spud finds it and causes havoc with the toy, but Bob helps patch things up again. First Aid Molly - Bob and the gang are replacing some old pipes outside the town hall. Molly is practicing for her first aid exam. When Wendy calls JJ's yard to order a special pipe, Molly offers to deliver it. On the way, she gets to practice her bandaging skills in unusual ways. Trix and the Bug - The Mayor decides that the town needs a drive-in movie and Bob is asked to build it out in the countryside. The first film to be shown will be "The Invasion of the Giant Bug," and the film company sends a realistic looking model bug to help publicize the movie. Spud sees the bug and, thinking it's real, runs away with Trix chasing him through town.

2:30 PM **MR. ROGERS NEIGHBORHOOD** (1497) ***Mister Rogers Talks About Pets***
In the Neighborhood of Make-Believe, Ana Platypus wants a pet for her birthday that she can hug and love. The Neighbors have very definite ideas about what kind of pet she should have. Bob Trow brings his dog, Barney, to meet Mister Rogers before leaving him overnight.

3:00 PM **BETWEEN THE LIONS** (506) ***Click, Clack, Moo/The Little Red Hen***
Farm animals have a lot to teach Lionel and Leona about the power of writing, and the value of helping. key words: cows, hen featured consonant sounds: c, h

3:30 PM **CURIOUS GEORGE** (109) ***Curious George, Dog Counter/Squirrel for a Day***
Curious George, Dog Counter - It's Dog Show Day! George and Professor Wiseman spend the day with all kinds of different dogs: big, small, hairy... and hungry. With the help of his sandwich, George tempts the winning dogs to follow him home to show The Man with the Yellow Hat. Once there, George can't keep track of all the dogs, so he and a worried Hundley come up with creative ways to sort and count the dogs in the apartment.Squirrel For a Day - When Bill shows George how Jumpy Squirrel stores his food in the ground, George decides this is a pretty good idea and tries to store all the food in the country house in the ground too. The Man with the Yellow Hat rescues their supplies and tries to explain that they should only put things in the ground if they want them to grow. That sounds like another great plan. George tries to see what else might grow-will car keys grow into a car? Will a rubber band grow into an inner tube?

4:00 PM **DRAGON TALES** (325) ***Musical Scales/Something's Missing***
Musical Scales - Max taught Zak and Wheezie a song in Spanish and English that they have practiced very hard to perform for Princess Kidoodle. As Max, Emmy, and Enrique (who is conspicuously wearing a new hat) arrive, they meet Cassie and Ord, who are puzzled that Zak and Wheezie refuse to come out. The group travels down to the twins' cave where they find Zak and Wheezie hiding - mortified that they are shedding their beautiful scales! After several failed attempts to cover their bare spots, the twins decide to cancel the show. Everyone goes to tell the princess, but Enrique stays back with Zak and Wheezie. He pulls off his hat to reveal an embarrassingly bad haircut. He convinces the twins to sing if he sings with them. So the three friends perform, receiving cheers from everyone! Something's Missing - When Emmy goes off to camp for a week, Max goes to Dragon Land alone, afraid he won't have any fun without Emmy. To help Max enjoy himself more, Cassie suggests that they do some of the things Emmy is having fun doing at camp: swimming, taking nature hikes and sitting around a campfire. But Max still misses Emmy, and wishes she could see all the great things they're doing in Dragon land. Oh, but she can! Max comes up with a plan to take pictures of their nature

hike, and send them to his sister. It makes Max feel much, much better, knowing that he can share his fun time with her. And he can't wait to get home to see if Emmy sent him a letter from camp telling about all the fun she is having, too!

4:30 PM **AUTHUR** (409) ***What Is That Thing?/Buster's Best Behavior***

Arthur and friends are all faced with seemingly impossible tasks, from fixing a model biplane to babysitting D.W. (!). But they each encounter a mysterious and magical device that solves all their problems. What is that thing?1! In the second story, Buster knows he's fun, but he's beginning to feel like he's not particularly good at anything. Arthur knows he's smart, but he's beginning to feel like he's boring. When Buster and Arthur try to become like each other, everyone feels confused!

5:00 PM **CYBERCHASE** (503) ***Designing Mr. Perfect***

Frustrated that she can't find Mr. Perfect, The Wicked Witch sets out to design him, by turning a frog into her Prince Charming. Unknowingly, however, Wicked captures and transforms Digit instead of a frog. Her sympathetic wand, Wanda (Danica McKellar), secretly alerts the CyberSquad who jump into action. Their problems multiply when a jealous Hacker kidnaps their cyboid pal. The kids must design an invention that can do two things: navigate a perilous swamp AND get to the top of a tall cliff. Can they pull off the rescue before it's too late? EDUCATIONAL OBJECTIVE: Make a design - a plan for your invention - before you start building so you can make sure that it will function the way that you want it to.

Wednesday, November 29

6:30 AM **BARNEY & FRIENDS** (820) ***At Home in the Park***

Barney helps the children learn about animal homes by discovering animals that make their homes in the park.

7:00 AM **SESAME STREET** (4125)

The Alphabet Road Show is coming to Sesame Street. It's the show that takes you on the road in search of unusual people saying the alphabet in unusual ways. David Letterguy, the host of the show, arrives and is ready to roll tape. Telly and Baby Bear know exactly how they are going to say the alphabet, but Elmo is still unsure. Baby Bear is first and he says the alphabet while he's waiting for his porridge to cool. Telly says the alphabet while bouncing on his pogo stick and wearing a triangle hat. Elmo is next, but he still can't think of an unusual way to say the alphabet. Elmo decides that he is going to go for a bike ride to help him think. David Letterguy is about to leave, when all of a sudden he hears Elmo saying the alphabet while riding his tricycle. This is an unusual way to say the alphabet! Elmo makes it on the show!

8:00 AM **CYBERCHASE** (503) ***Designing Mr. Perfect***

Frustrated that she can't find Mr. Perfect, The Wicked Witch sets out to design him, by turning a frog into her Prince Charming. Unknowingly, however, Wicked captures and transforms Digit instead of a frog. Her sympathetic wand, Wanda (Danica McKellar), secretly alerts the CyberSquad who jump into action. Their problems multiply when a jealous Hacker kidnaps their cyboid pal. The kids must design an invention that can do two things: navigate a perilous swamp AND get to the top of a tall cliff. Can they pull off the rescue before it's too late? EDUCATIONAL OBJECTIVE: Make a design - a plan for your invention - before you start building so you can make sure that it will function the way that you want it to.

8:30 AM **CURIOUS GEORGE** (112) ***Doctor Monkey/Curious George The Architect***

Doctor Monkey - When George accompanies The Man with the Yellow Hat to Dr. Baker's office for his annual check-up, he discovers that a stethoscope is a pretty handy thing to have around when you're trying to solve a puzzle involving a mysterious sound.Curious George the Architect - Mr. Glass is building a new skyscraper in the neighborhood, and George and Gnocchi think that his construction site is more fun than a playground. George learns how bulldozers, cement mixers and jackhammers work, and why it's not a good idea to let a monkey operate them.

9:00 AM **CLIFFORD THE BIG RED DOG** (111) ***Come Back, Mac/Boo!***

Come Back, Mac - Mac tears one of Jetta's favorite sweaters and feels so terrible he runs away. Clifford and friends seek him out and convince him to return and face the music. Mac learns that he's more important to Jetta than her sweater, and that facing up is the wise thing to do. Boo! - It's Halloween and Jetta can't stop bragging about how brave she is. When the whole town gets a little spooked after watching a scary "ghost" movie, Jetta learns that it's okay to have fears, admit them out loud, and let the people who care about you know about them.

9:30 AM **DRAGON TALES** (327) ***Cassie, The Green-Eyed Dragon/Hello, Miss Tipps***

Cassie, the Green-eyed Dragon - Everyone rushes to the School in the Sky to see Cassie's big surprise - her little brother, Finn! She has brought him to school so that she can tell all her friends how adorable her baby brother is. As she is speaking, she can't help but notice all the attention this cute tiny tyke is taking away from her. When Cassie simply can't take it anymore, she blurts out: "I wish I'd never brought him!" Quetzal speaks with Cassie and she admits that she's jealous. Quetzal assures her that this is very normal among brothers and sisters. Cassie feels better, but now Finn is hungry and no one seems to be able to feed him. Thank heavens for big sisters! Cassie knows some tricks that coax Finn into eating his snack, saving the day. Hello, Miss Tipps - When Quetzal is called away for the day, the youngdragons and their friends face a substitute teacher, Miss Tipps, for the first time. This change in routine upsets Lorca. He has been looking forward to hearing Quetzal tell the story of Prince Griffin, and is disappointed as Miss Tipps takes the students on a field trip, has music at a different time with strange instruments, and offers the class an unfamiliar treat at snack time. By the end of the day, Lorca is surprised when Miss Tipps concludes the day by reading the story of Prince Griffin. To the students' (and Lorca's) delight, all of the activities they did that day that strayed from their routine were actually parts of the story of Prince Griffin. Sometimes a little change can be... a beautiful thing!

10:00 AM **IT'S A BIG BIG WORLD** (124) ***Fish Out of Water/Burdette's Nest***

Fish Out Of Water: While out looking for ants, Bob comes across a rock with an image on it that looks like Ick. Afraid that Ick is stuck in the rock, he hurries off to ask for help. Snook and Madge tell the worried Bob that the rock he found is a fossil and explain how fossils form. EDUCATIONAL NOTES: Fossils - Fossils are the impressions or images in stone of animals that lived long ago.Burdette's Nest: There is a hole in Burdette's nest so she thinks she may need to move. Smooch and Snook try to help by patching the hole with mud, but when this doesn't work they consult Madge who teaches them that there are many different types of materials that birds use to make nests. They remind Burdette that she is the expert in what type of nest is best for her, and the three friends fix the hole together. EDUCATIONAL NOTES: Nests - Different birds build different types of nests that are suited for their needs.

10:30 AM JAKERS! (137) ***Searching for a Shamrock***

Piggley and friends borrow a special wooden shamrock from Mr. Hornsby-then misplace it. Following advice from Don Toro, they retrace their steps to find it, starting from the last place they saw it. Working together and helping each other they eventually find what they were looking for. Jakers! Live and Learn: Whether you're a member of a championship soccer team or playing with friends, cooperation makes the experience more successful-and a lot more fun. A group of kids demonstrate cooperation by putting together a difficult puzzle in no time at all! LESSON: Cooperation and working together to solve a problem can be fun.

11:00 AM CAILLOU (438) ***All Wet!***

Caillou learns about patience when he goes fishing with Daddy and Grandpa at the pier. But learning about patience is hard; can Caillou wait long enough to catch his own fish? When Caillou sees a flyer in the mail about a fun looking water park, he wants to go. But Mom says it's not a good day for it and Caillou is disappointed. That is until they come up with an idea to make their very own water park in the backyard! Grandma is watching Caillou for the day, and he wants her to play trucks with him. But Grandma has a better idea; why not help do the laundry? She makes such a great game of it, Caillou wants to play it again and again. Caillou learns about helping out, and that it can be fun too! Caillou gets an introduction to what it means to be handicapped, when, at the pool, he meets Tammy, a girl a few years older, who happens to be in a wheelchair. It's raining outside but there is no stopping Caillou! Since no one wants to join him, he goes outside to play in his new froggie boots, his rain coat and hat. He has a great time walking through water, playing in the wet sand box, and making mud soup.

11:30 AM BOB THE BUILDER (103) ***Surprises***

Scoop and the team have a holiday surprise for Bob and Wendy in Scoop the Disco Digger. Molly's surprise for JJ doesn't go entirely to plan in Speedy Skip. And a mix-up for Muck nearly spoils Mrs Bentley's birthday present in Muck's Surprise.

2:30 PM READING RAINBOW (510) ***Mufaro's Beautiful Daughters***

MUFARO'S BEAUTIFUL DAUGHTERS is an African tale written by John Steptoe and read by Phylicia Rashad for READING RAINBOW. Lavar Burton hosts this special episode on African culture and Black American heritage. Segments include how African drums are made with a drum maker and a musician who collects and plays African instruments. There's is a final dance performance by "Forces of Nature" who mix African dance with new movements.

3:00 PM BETWEEN THE LIONS (301) ***Hay Day***

Can Lionel, Leona, and Gus help a girl named Fay turn hay into gold in just one day? Guest stars: Khaliah Adams, Paul Benedict, Reg E. Cathey, and Oliver Platt Designated Reader: Al Franken. Key word: hay. Target vowel: long a

3:30 PM CURIOUS GEORGE (110) ***Curious George Discovers The "Poles"/Curious Georg***

Curious George Discovers the "Poles" - George is thrilled when Bill asks him to look after his tadpoles. He conscientiously feeds them and even decides to give them a little vacation in the lagoon. But the tadpoles disappear and George worries that he's lost Bill's pets forever. After weeks of searching, George is ready to give up hope, until he learns that the tadpoles haven't vanished; they've grown into frogs!Curious George Finds His Way - Hundley and George get locked out of the building in the back alley. While trying to find their way back in, they get hopelessly lost. To make matters worse, it starts to get dark. It isn't until they begin to hear some familiar sounds they realize that with the combination of Hundley's sharp ears and George's good memory of what they'd heard along the way, they can find their way home.

4:00 PM DRAGON TALES (326) ***Green Thumbs/Hand In Hand***

Green Thumbs - Following a torrential storm, the gang discovers Lily, a baby flower, helplessly floating downstream after being uprooted by the rain. They learn that she was separated from her family and misses them dearly. The gang knows that she's too little to take care of herself, and they use what they know to plant her in a bucket of soil and promise to take her back to where she belongs. Along the way they need to figure out how to keep her healthy and happy, and discover that, in addition to soil, Lily needs sun and water to live -but not too much! They find Lily's home eventually and transfer her back into the ground where she belongs. The surrounding flowers immediately thank the gang with a beautiful song and a spectacular shower of glittering petals. Hand in Hand - Max and Emmy can't seem to agree on anything! Their constant arguing upsets Enrique, who makes a wish on a magical wishing well for Max and Emmy to stop arguing and become closer. Enrique rejoins the group to find Max and Emmy holding hands - what he doesn't realize is that they are stuck together! When the gang goes back to the wishing well to reverse the wish, the well is full and can't accept any more wishes until its coins are brought to the bank. The friends empty the well and race the clock to deposit the coins before the bank closes. Along the way, Max and Emmy must cooperate and make decisions together. Enrique's wish gone awry is ultimately reversed, and Max and Emmy learn some valuable ways to get along.

4:30 PM ARTHUR (410) ***My Music Rules/That's A Baby Show!***

It's the duel of the century as cellist Yo-Yo Ma faces jazz saxophonist Joshua Redman in the toughest gig of their careers...in the Elwood City library?! Whose music will rule after the greats duke it out in the battle of classical versus jazz? In the second story, will Arthur be exposed as a a baby show lover? What he gest hooked on "Love Ducks" he tries to hide it from his friends--not an easy feat since it's on at the same time as the new Bionic Bunny spin-off everyone's talking about!

5:00 PM **CYBERCHASE** (504) ***Ecohaven Ooze***

When Hacker discovers that the liquid ooze that feeds the animals of EcoHaven also gives him a super energy boost, he decides to drain the pond and take the ooze home. He builds a fort around the pond, so the CyberSquad must figure out a way to get in without being noticed. They take inspiration from the Greek myth of the Trojan Horse and build a giant "Trojan Ducky." After testing a model of their invention to be sure it works, they hide inside the duck, and fool Delete into taking them to Hacker. But how will they stop Hacker's nefarious plot? EDUCATIONAL OBJECTIVE: Build a working model of your invention to communicate and test your ideas, and make necessary improvements so the invention works the way you want it to.

Thursday, November 30

6:30 AM **BARNEY & FRIENDS** (901) ***Everybody's Got Feelings***

With Barney's help, the children learn all about feelings, especially feeling happy, sad, and angry.

7:00 AM **SESAME STREET** (4074) ***Telly Joins The Letter of the Month Club***

While Alan is preparing Hooper's Store for Henrietta Honker's birthday, Telly Monster comes in and tells Alan just how excited he is to be a new member of the "Letter of the Month Club!" Just then, the delivery man, Vinnie, arrives at Hooper's Store with Telly's first letter, the letter "A. " Then, noticing how excited Telly is about his letter, Vinnie then comes back with more letters of the alphabet, which are each designed differently to show a word that starts with that letter. For example, there's a button on the letter "D," and if you press it, the letter "D" says, " 'D,' duh, dog..." Hooper's Store is now filled will letters and letter sounds, and there doesn't seem to be room for everyone who's coming to celebrate Henrietta's Honker's birthday. Telly then realizes that while he loves his alphabet collection, he loves his buddy Alan even more, and cares about his friend's birthday party. Although Telly knows he will miss his letters, he shows how much he cares by telling Vinnie to take out all the letters out of Hooper's Store in order to make room for the party. Just then, Vinnie returns with a miniature collection of the alphabet for Telly, who is happily surprised! Seth Green - Plays Vinnie the Delivery Guy from The Letter of the Month Club.

8:00 AM **CYBERCHASE** (504) ***Ecohaven Ooze***

When Hacker discovers that the liquid ooze that feeds the animals of EcoHaven also gives him a super energy boost, he decides to drain the pond and take the ooze home. He builds a fort around the pond, so the CyberSquad must figure out a way to get in without being noticed. They take inspiration from the Greek myth of the Trojan Horse and build a giant "Trojan Ducky." After testing a model of their invention to be sure it works, they hide inside the duck, and fool Delete into taking them to Hacker. But how will they stop Hacker's nefarious plot? EDUCATIONAL OBJECTIVE: Build a working model of your invention to communicate and test your ideas, and make necessary improvements so the invention works the way you want it to.

8:30 AM **CURIOUS GEORGE** (111) ***Water to Ducks/Animal Magnetism***

Water to Ducks - After a big rain, George is ecstatic to discover ducks swimming in a big puddle next to the country house. But the puddle starts to shrink and the ducks begin to fly away. How can George keep that puddle from evaporating so he and Jumpy can continue to play peek-a-boo with that cute baby duck?Animal Magnetism - On a mission to find magnets to hang his newest masterpiece on the refrigerator, George learns a lot about magnets. His new knowledge comes in handy when he has to save his precious artwork from a giant magnetic crane at the junkyard.

9:00 AM **CLIFFORD THE BIG RED DOG** (112) ***Little Clifford/Welcome to Birdwell Island***

Little Clifford - In this flashback story, we learn how Emily and Clifford got together and how Emily's unconditional love changed the "runt" of the litter into the biggest dog around! Welcome To Birdwell Island - This flashback episode tells the story ofthe day the Howards moved to Birdwell Island. The town is full of preconceived ideas about how "a big dog can mean big problems" for the island, but they soon learn that Clifford has much to offer, and that they shouldn't make assumptions before they know the facts.

9:30 AM **DRAGON TALES** (301) ***Fly with a New Friend (Part 1 & 2)***

Part 1: Max & Emmy's new neighbor Enrique, who was born in Colombia, has just moved to the U.S. and is having a hard time adjusting to life and school in a new country. Enrique wishes for a place where everyone is as friendly as Max and Emmy. After quietly conferring, Max and Emmy invite him to the friendliest place they know - Dragon Land! Enrique is astonished to meet real live dragons and encounter all the wondrous sights, but feels left out as the group of old friends laugh about happy memories. During an adventure to bring Gilly the fish to the Dragon Land Aquarium, Enrique's new friends encourage him to share some of his stories, and they share their own experiences in new situations. Happier now, Enrique assures Gilly that he will meet many new friends in his new home. Part 2: After the group helps Gilly adjust to his new home, Enrique wishes he could make friends as easily as Gilly has. Max suggests a tour of Dragon Land, and the dragon friends are happy to show off their favorite spots. After soaring over the magical land, Wheezie says that there's one more spot to see.but as she and Zak try to dive into their Knuckerhole, they flop on flat ground, soon discovering that all the Knuckerholes seem to have vanished! Spotting one moving along the ground, the group follows it, and finds Quanita, a wizard- in-training, who accidentally summoned Knuckerholes while wishing for holes to plant tree saplings. Back at the playroom, Enrique says that making friends at school will be easier now that Max & Emmy have shown him how it's done!

10:00 AM **IT'S A BIG BIG WORLD** (105) ***My Friend Will Bee Right Back/Learning to Fly***

My Friend Will Bee Right Back: Bob befriends a bee (Stripey), but when Stripey's swarm shows up, Bob learns from Burdette that Stripey must move on with her migrating swarm, and says goodbye - for now -to his new friend. Learning to Fly: Winslow decides to learn to fly, even challenging Burdette to a competition, but when he fails to fly like a bird, Winslow learns that flying like a monkey can be pretty fun too.EDUCATIONAL OBJECTIVES: Bees - Bee migration and biological facts. Abilities - Each type of animal has a different set of abilities, which are common to all animals of that type.

10:30 AM **JAKERS!** (138) ***Wish Upon A Story - Part 1***

Grandpa is feeling a little blue on his birthday, so his young grandpigs decide to try to cheer him up by telling the great storyteller a few stories of their own describing how life would be if they were in Tara. Jakers! Live and Learn: Cobi Jones introduces a local elementary school where the kids demonstrate another way to tell a story: by putting on a play starring Piggley, Ferny and Dannan! LESSON: There are many ways to tell a story, it's important to use your own particular skills.

11:00 AM **CAILLOU** (439) ***Animals and Me!***

Grandma takes Caillou on a special visit to a sheep farm. There, Mary, a 10 -year-old girl, takes Caillou on a tour, teaching him about sheep, sheering, and the spinning of wool. When Mom, Rosie and Caillou go to the zoo, Caillou can't wait to see the elephants. They see a parrot, a monkey, a hippopotamus and finally the elephants! Caillou is in complete awe and comes to the realization that animals have families too. Caillou and Dad go over to Mr. Hinkle's house to help him build a dog house. Caillou soon meets Mr. Hinkle's guests, a Mommy dog with her two puppies. When Mom takes Caillou to Clementine's to see her new pet, she won't tell Caillou what kind of animal it is. Caillou soon discovers that Clementine's new pet is a goldfish named Goldie! When Caillou, Grandpa and Daddy go on a canoe trip, Caillou gets to see some wild animals in their natural habitat. When they get to the cabin, they gather wood for the campfire and Caillou learns how to roast marshmallows on the fire.

11:30 AM **BOB THE BUILDER** (104) ***Self-Esteem***

Bob and the team learn to believe in their own abilities. Bob and Spud discover soccer skill they never new they had in Bob and the Goalie. Wendy is nervous about delivering an important speech in Wendy's Night Out. A lucky charm gives Travis the confidence to work on his own, but what happens when he loses it?

2:30 PM **MISTER ROGERS' NEIGHBORHOOD** (1499) ***Mister Rogers Talks About Pets***

Mister Rogers takes Barney, the dog, out for a walk. In the Neighborhood of Make-Believe, Ana decides what she'd really like for her birthday is a kitten. Lady Elaine Fairchilde is very busy planning a big birthday parade for Ana with a whale, apes, and Purple Panda.

3:00 PM **BETWEEN THE LIONS** (606) ***Here Come The Aliens/Abiyoyo***

Strange creatures lurk in outer space, but even stranger creatures dwell right here on earth.Educational Goals: Highlights the joys of reading and introduces key literacy skills. Focuses on the sounds qu and z, teaches about q being paired with u, and introduces the prefixes un and re.

3:30 PM **CURIOUS GEORGE** (111) ***Water to Ducks/Animal Magnetism***

Water to Ducks - After a big rain, George is ecstatic to discover ducks swimming in a big puddle next to the country house. But the puddle starts to shrink and the ducks begin to fly away. How can George keep that puddle from evaporating so he and Jumpy can continue to play peek-a-boo with that cute baby duck?Animal Magnetism - On a mission to find magnets to hang his newest masterpiece on the refrigerator, George learns a lot about magnets. His new knowledge comes in handy when he has to save his precious artwork from a giant magnetic crane at the junkyard.

4:00 PM **DRAGON TALES** (327) ***Cassie, The Green-Eyed Dragon/Hello, Miss Tipps***

Cassie, the Green-eyed Dragon - Everyone rushes to the School in the Sky to see Cassie's big surprise - her little brother, Finn! She has brought him to school so that she can tell all her friends how adorable her baby brother is. As she is speaking, she can't help but notice all the attention this cute tiny tyke is taking away from her. When Cassie simply can't take it anymore, she blurts out: "I wish I'd never brought him!" Quetzal speaks with Cassie and she admits that she's jealous. Quetzal assures her that this is very normal among brothers and sisters. Cassie feels better, but now Finn is hungry and no one seems to be able to feed him. Thank heavens for big sisters! Cassie knows some tricks that coax Finn into eating his snack, saving the day. Hello, Miss Tipps - When Quetzal is called away for the day, the youngdragons and their friends face a substitute teacher, Miss Tipps, for the first time. This change in routine upsets Lorca. He has been looking forward to hearing Quetzal tell the story of Prince Griffin, and is disappointed as Miss Tipps takes the students on a field trip, has music at a different time with strange instruments, and offers the class an unfamiliar treat at snack time. By the end of the day, Lorca is surprised when Miss Tipps concludes the day by reading the story of Prince Griffin. To the students' (and Lorca's) delight, all of the activities they did that day that strayed from their routine were actually parts of the story of Prince Griffin. Sometimes a little change can be... a beautiful thing!

4:30 PM **ARTHUR** (201) ***Arthur Meets Mister Rogers/Draw!***

Mister Rogers is staying at Arthur's house but Arthur's friends don't know about it, yet. Mister Rogers is a nice guy, but ... his show is for babies! Can Arthur keep his friends in the dark? Fred Rogers provides his character's voice. In the second story, Fern draws a not-too-flattering cartoon of Francine. Francine pretends not to care, but its not much fun being a punch line.

5:00 PM **CYBERCHASE** (505) ***The Fairy Borg Father***
is having a bad day. Hacker yelled at him and Buzz made fun of his first-ever invention, a "Bunny-Copter." When he wishes things were better, Delete discovers he has a Fairy Borg Father named Zanko, who appears and grants him nine wishes. Chaos ensues from Delete's wacky wishes, and the CyberSquad is called in. When Zanko & Matt end up stuck on a ledge inside hazardous Statico Chasm, Inez and Jackie must 'refine & optimize' the Bunny- Copter to rescue them. Can they do it in time? EDUCATIONAL OBJECTIVE: When you have an invention that needs an improvement, identify the key feature that needs changing and vary it until the invention is as good as it can be.